

GALAXY BLACK

*Space fantasy adventure
in the Collapsing Universe*



*Galaxy Black V Imperial Book of
Common Prayer*

Dreaming Gynoid studio

COMPATIBLE WITH
**DCC
RPG**

GALAXY BLACK

Space fantasy adventure in the Collapsing Universe

Galaxy Black V. Imperial Book of Common Prayer

**This is the fifth volume of Galaxy Black. It is not a complete game in itself,
and requires the DCC RPG rulebook to play.**

Forthcoming

Galaxy Black VI the Judges Guide to the Collapsing Universe

Galaxy Black VII The Space Girl's Guide to the Galaxy

-*-

Splinters: Sailing Across the Seas of Probability

Sub-ether 03

Through the Walls of Mist and Thorn – Patrons of the Faery Chaos

GALAXY BLACK

Space fantasy adventure in the Collapsing Universe

Galaxy Black V. The Imperial Book of Common Prayer



This product is compatible with the Dungeon Crawl Classics Role Playing Game

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Please send any feedback, questions, thoughts or inquiries to Dreaminggynoid@gmail.com
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ATTENTION: INFOSEC – Look sentient you make your own choices. If you can't handle this book or its contents, please put it down. Thank you for being a responsible imperial subject. You are free to go.

Galaxy Black contains what a 21st century nascent info-democracy would consider mature themes. It has psychic powers, drugs, needle guns, gods, demons, and lots of extremely cruel, well dressed people. The universe is lethal but there are lots of work arounds. In short, exactly what you would expect from fantasy SF inspired by reading LOTS of Lovecraft, Moorcock, Vance, Brackett, Burroughs (both Edgar Rice and William S.), Carter, Leiber, Ellison, Le Guin, Varley, Blish, Spinrad, Kafka, and Zelazny.

In short, this is appendix N as all hell. **PLAY IT LOUD**

This is a galaxy of either/or options. Use what you like and discard the rest, as always. But also, always add whatever you like. At the minimum I would grab your copies of Crawljammer and MCC (you have those right?) and the nearest pile of old comics, the old EC's, a stack of Epic Illustrated, Heavy Metal, or Metal Hurlant, or the underground commix of the early 70s, put on some prog rock, settle in, and let your imagination take you where you wish to go.

Galaxy Black

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Gwendolyn Harper and her fabulous stock art review

Louis S. Glanzman

Louis S. Glanzman images taken from the Public Domain.

Danger in Deep Space, the Revolt on Venus, the Space Pioneers (a Tom Corbett book).

Praise be to the Queen of Heaven, here called Extrerzsh Enheduana, Tamarah Pandoramicum, and Swzgt Swzgt Cris for their assistance, guidance, and protection in the creation of this work of fictionalized comparative con-mythology. All hail and be praised.

Special thanks

Nick for getting bored, saying to hell with it, settling down, becoming a God and raising a family

The Many Eyed Lord of the State for their watchful attention in matters of contract law

Lord Mu for their guidance in numbers and wisdom; may they bless this book

Grizelda Starfire for being Grizelda Starfire – WHOOOOOOOOO

Stop here before reading.

This is the fifth part of Galaxy Black, and itself requires the DCC RPG rules for play. Init's way it is a callback to the Gods, Demigods and Heroes book and it's direct successor, Deities and Demigods. Herein are detailed the six gods of the imperial church, and those whom they replaced, and those whom *they* replaced, in a manner of pattern known to any student of world mythology.

With these rules it should be an easy matter to play a cleric (Agents as they are known in setting) native to the Imperium, or simply to port these gods and their wars to your own realm or splinter of the Collapsing Universe.

Herein are the Gods of Space, firmly in the vein of Jack Katz, Jack Kirby, Arthur C. Clarke, Ray Bradbury, John Varley, Michael Moorcock, Jack Vance, and Leigh Brackett. They exist in many generations across time and war with one another as did the Gods of old.

This does not represent the sum total of all possibilities inherent in Galaxy Black, far from it! Literally any god, demon, devil, alien super intelligence, or whatever is not out of place here; The God Makers will help you realize any deity you wish to incorporate into your Galaxy. Certainly too,, if an earlier variety of these rules, or other rules better suit, by all means use them. Everything works together bus the various sub-systems have been kept as self-contained and 'modular' as possible

As said in the similar forward to book one, If it pleases you and your group then it belongs at your table and thereby, has a place somewhere in the galaxy.

Use these rules as the basis for a funnel or whole Galaxy Black campaign, to supplement your DCC game, or in any other way you see fit. All these Gods and Worlds are yours.

Be Wary, for How The Gods Do Destroy What they Fear,

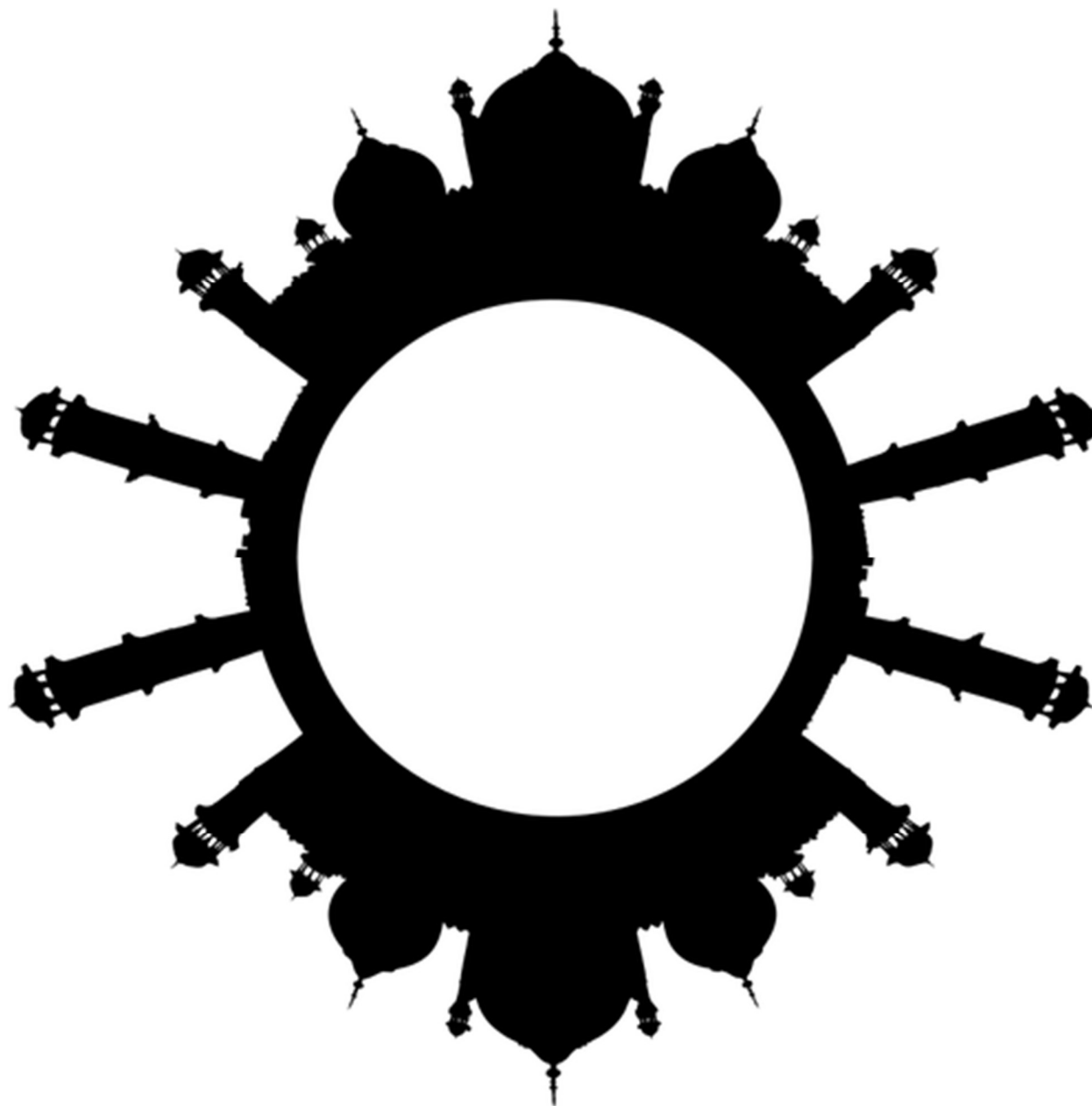
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Galaxy Black V The Imperial Book of Common Prayer

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The Yellow (Imperial) Book of Common Prayer
- depicting -
Those That Would be Gods
From Across the Sub-ether
And throughout the void
Of space and time.



Contained Works - The Orange book of common prayer, The true book of Ibrihim, The 99 chants of Lao-Ju and the commentaries of Mohammad Akir,

THOSE WHO WOULD BE GODS

“Anyone who comes in the name of Obedience (not love) to God is your enemy and you must destroy them before they poison your people with lies and hierarchy.”

- The Second Law of Free human interaction

The Imperial Cult



It is said that by the end of the Reconquista Vaena Martel already had a small but loyal and sincere following that thought her in some way divine. By the time of her successor's reign fifty billion honored her as a demigoddess, the champion of the gods and a church hastily erected in her name and acting, it is said, on her behalf, and on the behalf of those Gods who aided her in her 'quest for civilization.'

In this modern age, the Imperial Cult¹ honors 6 beings, the six immortal sponsors of Imperial civilization, as divine and representing core Imperial Values of Control, Civilization, Diversity, Education, Knowledge, Psi and Psitech, Trade, Warfare, and Wealth.

- **3 Old and Ancient (Leviathan, Exterre, and Nikas)**
- **3 not so much (Mu, Starfire, and the Empress respectively)**

Together these six represent the Holy Hexad, the Lords of Civilization. They are the Gods that reign over the Empire of the Via Lactae. Leviathan and Exterre are the Great Old, Nikas Liet is the Least Old, and the other gods their spawn. The Empress is the Holy Child of Exterre and Liet (Exteris Liet is among her titles) Lord Mu and Lady Starfire are both Nikas' children; in some traditions they are siblings.

¹ In use the Imperial cult refers to the body of believers, galaxy wide. The Imperial Church refers to the actual institution and not the overall faith.

Other aspects

The Yellow (Imperial) Book of Common Prayer is the primary 'doctrine of faith' book of the official church and the wider cult, however very little of current belief and doctrine hails from the book at all.

The Holy Mother Church Imperial is the 'official' body of the imperial cult. It alone reserves right to make ecclesiastical proclamations or revise positions. It is more an advisory to the overall cult body as the one numbers in the billions, while the other trillions.

Note that the Imperial Church is an official body of the Imperial state; it represents an attempt to impose a doctrine and direction to the faith and the population control and psychic energy (among other factors) that it represents; moreover, it is an attempt to govern, control, and influence the larger faith and so indirectly the Empire and it's people itself. Of special importance are the offices that control the damages that faith and Church could cause and the office of Agency Observations, which sounds innocuous but is an effort to detect and catalog all Agents (those endowed with divine magic and authority; clerics) that it encounters; not all Agents are members of the church obviously. (Agency is chosen by Deity more than anything, the church may train it's faithful in those ways, but they cannot empower anyone themselves.)

Imperial cult

is the modern incarnation of the original Empress Cult and refers to the trillions of lay members and passive believers of the imperial masses as well as those who are properly ordained members, parts, and functionaries of the Holy Mother Church Imperial, as a designated institution of that Empire.

Additionally, each of the six have separate **mystery cults**, arising in recent centuries, some overlapping, others not, some enjoying quasi-official status or recognition by or within the church, others not, and yet others somehow maintaining a nearly illegal status.

Religion is a strange and often whimsical master.

Despite this official unity, the hexarchy of Imperial gods and their believers and followers – both within and without the Church itself - are broken down into a variety of sub-cults, not all of whom see things the same way. This is (or can be) a separate matter for those who pledge themselves to individual members of the pantheon. The largest of them are

- The Cult of the Imperial Mother
- The Warrior-Priesthood of Starfire
- The Exchequers of Leviathan
- The Philosopher-Scientists of Mu
- And the Friendly Traders of Nikas Liet
- The Exchequers of Leviathan and The Conquistadors of Leviathan

Exterre Ashtereḥ – the Star Queen

Last of the First Gods; the Last Mother, the Terrible

Exterre is among the oldest Gods, dating to the dawn of humanoid existence, on a single world long ago. This being is among the oldest remaining in the divine realm and recalls a time when the initial battles between order and chaos were being fought.

Holy works – *the Death of Tiamat, Loosing of Chaos, and Burning of the Garden* – prehistoric myth cycle of the Imperial core, many sources. *The divine revelation and descent of Exterre Ashtereḥ, the Obscene Labyrinths of the Mind and Stars* by Vaena Martel I., *Last Rites of Old Aldebaran* – myth poetry cycle, early Empress era

Holy symbols – 16 pointed star, the Galactic Spiral, the night sky

Pray for Glory.

The Empress Ascended (Venae, demigoddess)

The Warrior-Conqueror; the Path to Ascension, the Imperial Salvation, the Queen-Mother, and the Holy Daughter

THE Empress, held to have transubstantiated into divine form on her death, the revealed child of each of the other members of the pantheon, her Parent-sponsors. The very incarnation of the Empire itself; said to return at times of great need and dire emergency. Her spirit guides the office of the Empress to this day.

Holy works – *the Transubstantiation of Vaena Martel* by A Lone Witness, *A History of the Reconquest of the Empire* by Galcen Olgoolic, *the Fourth Way* by Vaena Martel I., *She Gave Us a Church* a philosophical treatise by ‘the electric monk’ (Nijol 88679 uploaded cloud form) *Civilization’s Champion – the bloody story of Vaena Martel I.* (unofficial biography) *Many becomes One – the holy Maiden Imperial a compilation of Martelian Psalms* (Imperial Church Publications)

The Empire itself.

The Church itself.

Holy symbols – Sword & Rocket (the Reconquista era symbol of the Empire), the old Seal of the Empire (a gorgon-dragon; a purple and red alpha female star dragon with a head of Naga-like serpents; presently the symbol of house XXXXXXXX)

Pray for strategy.

Gryzelḁa Starfire – the Eternal Heroine

Victory & Fire, Patron of Heroes, patron goddess of mercenaries, and traveling adventurers,

The **Starfire** walks in fiery chrome, vambraces and leather, blazing rubber at her heel, she brings you forceful change and victory. Her mailed fist will smash your enemy. She is Baldr’s fiery bride. Raise your sword and blaster! Goddess of both heroic-warfare and revolution, maintaining the universe through fiery conflict; patron of heroes

Holy works – *The Conquest of Neo-Valhalla*, an opera in 9 acts; the Holy theatrical Empire Company

Holy symbols – sword and blaster, maintained to shiny chrome perfection, sharp and ready to bang. Distaff heathens are known to prefer machete and shotgun especially on more primitive planets. All weapons of warfare and revolution are her weapons. The cycle of civilization continues. Some wear the phoenix to symbolize this renewal.

Pray for victory.

The Holy Hexad Table – Gods of the Empress Dynasties

Divinity	Cult Alignment	Weapon	Unholy
Exterre the Star Queen	Lawful	Sacred Phoenix Staff & Blue crystalline rod Axe, Club, mace, sling, staff, Warhammer (in times of war - sword & blaster)	Demons, Devils, the Undead, aliens inimical to Teragenetic life
Leviathan “The Judge and the One.” “Lord of Hell”	Lawful	Geometric Ruby onyx Rod & Book of the Law Also, axe, bow, dagger, dart, flail.	Thought criminals, traitors, debtors, enemies of the state. Those who evade punishment.
Nikas Liet; “:God of perfect maths” Grandfather Luck, Time “Interpreter, but not arbiter of, the law.” probability, fate, time, history, decay, the Callous Eye That Sees All Things	Lawful (Neutral)	Coin and smile.” (by doctrine); Twin blades, concealed (“last negotiators”), Light (1h conceal.) hand weapons, blasters, needlers, sonics, or lasers (Slug throwers maybe)	Pestilential and viral entities hostile to imperial life, famine and plague spirits and similar sub-ether manifestations of all kinds, certain dire bugs Paradoxical beings, those who would alter history, Revisionist historians.
Lord Mu, philosopher-scientist and lord of magic;	Lawful	Staff of Pure Incantations.	That which destroys information; entropy and destruction cultists; many demons, many info viruses, those practicing proscribed arts
Starfire, Patron of Heroes “Glorious Victory”	Lawful (Neutral)	Sword & Blaster, Mace (Electro & Power)	Despots, slavers, oppressors, geriatric power structures, anything that is the death of fun.
The Empress	Lawful	Sword, Bow, Axe, and Blaster	Enemies of Civilization; barbarians without and within; those who would subvert Her just rule

Leviathan – *many eyed Lord of the State*

The Necessary Evil, Lord of Hell

Leviathan is order, Leviathan is Law. Leviathan has been here before the Gods and Leviathan shall endure past their end. All contracts and oaths are it's purview, it's unblinking yellow eye aware. Leviathan is sacrifice, for Civilization is a thirsty god. Leviathan is the State. Leviathan is the tax Leviathan is the Contract. All things have their place. *All Things Have Their Meter and Price.*

Holy works – *Leviathan* – Hobbscat the most ancient of poets (Prehistoric text of uncertain origin)

The contractual obligations of the State and Church –

The Trial of Yuri Tristillian

Holy symbols – Geometric solids with eyes on each face, Scales, the Rod of Perfect Measure,

Pray for control.

Mu the Philosopher–wizard – *Keeper of the Septemanation*

Lord of Imperial Parascience.

Mu is wisdom and knowledge in all its forms. Mu is the Educator (and the patron of the Imperial Science Academy) Possesses the triple wisdom of the mutant, the wizard, and the scientist

Holy works – *the Manie and Divers Probabilities and Dimensions of Nightmare -*

Holy symbols – hexagon, the staff of serpent wisdom

Pray for truth.

Nikas Liet – *Grandfather luck*

the Friendly Trader, Lord of History

Nikas Liet is one of the Old Gods. Time is a thief, and the lord of history is it's keeper. Grandfather luck is also the lord of time especially as pertains to , fate, history, and decay. The Lord of Perfect Maths wields coin and smile and so the many-father is invoked to protect and watch over communities.

Those foolish enough to confront an avatar of the God have found that the Deity prefers to strike in moments, in their past and future, where they hesitated. Such attacks strike at the time of the strike of course but also cumulatively in the present – if this kills the target, oh well.

'hesitation now means hunger later"

Holy Works- *the Book of Nine Toes - a Nikoline Compilation,*

Holy Symbols – the number 16, 'the callous eye of the gallows'

Pray for Trade.

The Cult of Leviathan Ascendant

Leviathan, Lord of Hell, Lord of Order

– Elder Law, lord of the primordial geometry, keeper of the sacred spaces

The Price of Civilization, the Necessary Evil, the Secret Hand of the Marketplace

Holy Stars Algol, Siren A & B

Popular aspects Lord of the Grim eye of Justice, an unblinking eye with scores of appendages radial, often arising out of a geometric solid

All Taxes and Tolls are sacred in the Mind of Leviathan; Thanks to Leviathan's influence, breaking a contract in the Empire is functionally the same thing as breaking an oath; contract breakers and oath breakers are treated the same. Those who have done so are likely to not find anyone (legitimate) to do business with ever again.

Divine Power – All of Hell's Leviathan's to command

Unholy – Demons, Oath breakers, Traitors, those in opposition or violation to the Social Contract are Unmutual and to be purged with Infernal Fire. Those who oppose it's aims or it's workings, and those who act in anarchy and opposition to hierarchy.

Sacred Spaces -halls of state, banks, museums,

Rites -

Sidereal Sacrifice – honoring *the Eye of the State-vector* once a year the cult gathers privately and conducts a mass sacrifice to maintain civilization.

The Exchequers of Leviathan - Primarily comprised of non-mammals, (many Saurids and Insectivroids in the empire find this cult appealing) some with limbic system mutation or disfigurement or those with other empathic "impairment" find Leviathan - many replacing ruined tissue with "Holy Enhancements."

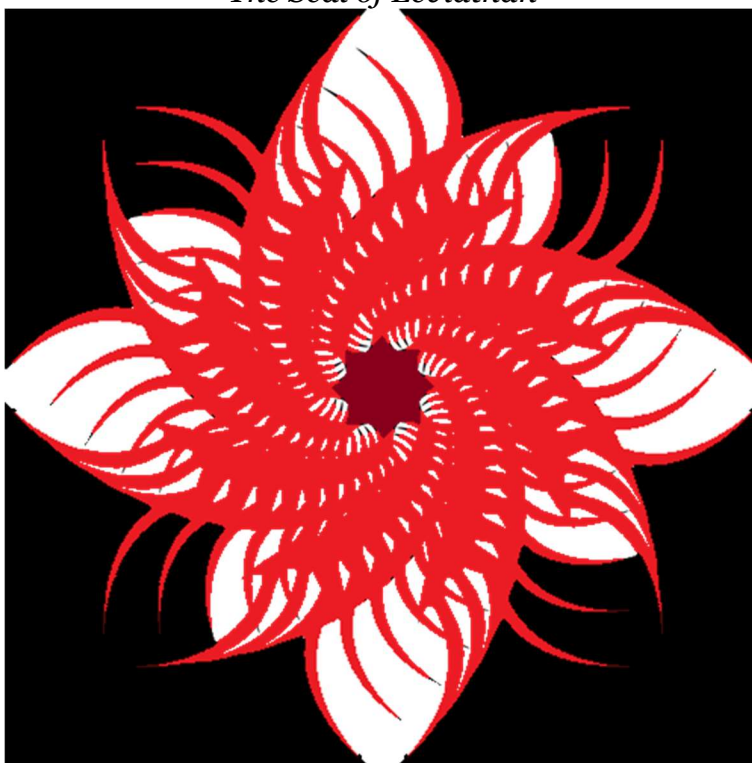
Many are self-styled "spiritual accountants" and try hard to make this a 40k fan tribute game. They quote the works of Thomas Hobbs (freq. Very out of context) as holy words. Also chanting in binary and various non-mammalian tongues.

The lay followers of Leviathan can be found in great numbers within the imperial bureaucracy and (it is said) the Spice Control Commission. There is frequently moral conflict between those pledged to Leviathan and those pledged to Starfire.

Practitioners of a sacred magic they call High Usury. It is devil magic and fully infernal.

Conquistadors of Leviathan - The benefits and price of civilization must be brought to the rest of the galaxy. These "civilization crusaders" have sworn an actual oath to Vaena Martel's call to colonize and unite the galaxy and do so in Leviathan's name. A most militant order, these gather into groups with material, resources and then hire ships, crew, support and more importantly, soldiers! Before traveling beyond the imperial border and seeking civilizations needing Proper Uplift Procedures. Gold, God, and Glory is now Wealth, Right think, and (Imperial) glory but the principle has not changed, nor the practices. They are especially active in the Rimward Beyond.

The Seal of Leviathan



The Infernal order of the Public Iris - is a subcult; it's among the smallest as it is comprised entirely of Agents of Leviathan. They are known as or Irises or Public Eyes; they have taken an oath to fairly and accurately report to all parties all that they have seen and heard. Most of them have an EXTENSIVE background in Imperial law. They are in the eyes of that law endowed with a hazy legal aura of a state defined "fair witness." Their number is few, their word is near to law itself. Almost never do they gather and never publicly.

Excelsus Leviathan – *High Lord of the deep state*; a terrible beast covered in eyes, tentacles, and feelers, capable of oozing its way between almost any two points. Honored as a face of Leviathan by those within the imperial intelligence apparatus with cult affiliation. They ask its guidance to preserve the State in the face of all threats, internal and external.

"The world is a grinding wheel, keep climbing or be crushed beneath it."

The Cult of the Mother & the Daughter

The dominant cult of the Imperial Church, Exterre & the Empress. The cult of the Mother and the Daughter, the old and the new, the Last Mother and the First Daughter; the heads of the two cults conducted formal Sidereal-long “High Rite” in 11,018 bringing the two already allied cults closer together.



“The Fourth Law of Free Human interaction - The harder it is to change, the more necessary the transformation”

Exterre Ashtereth – the Star Foam Queen

Ruler of the universe; the Star lady; the Teragen-mother

Patron of civilization and Queen of the Heavens

Holy Stars - Solar Prime, Fomalhaut

Holy colours – blue, gold, silver,

Popular Aspects – The Star Mother, a 3m Friggian female accompanied by a pair of dire Atolions, astride a stellar disk.

Other names – Eshtarra Salome', Eshterre, Isthara, Ashtar, Hexterre, Eshtere the Star Queen of Heaven, Eshterre the mother, Grand Mother Eshtere

Divine Power – the might of the heavens is Hers to command

Unholy – Spawn of the star gods, demons, ghosts, the dead, undead,

Sacred spaces - -the Exterre; temples and sacred spaces are open air with the night sky visible or are prepared in the “neo-constellating style” which is an elaborate liquid gemstone whorl and embroidery covering the internal ceiling of all Exterrene sacred spaces; the overall effect is of course of the night sky, sometimes of the night sky of that particular temple

It is said that for the most faithful, Exterre keeps the Wheel of Fate on which mortals may play, literally gaming to seal or rewrite their fate.

Holy Rites – *Celestial Wedding*; pay a Transaction and walk the Temple Labyrinth; a priestess will help you commune with Goddess unless you are Judged.

The Teragen Mother is an Ancient Goddess once revered by many, many names. She is Babylon reborn, though in service to the state and ultimately the Mother Goddess of the pantheon... **Eshtere, the Star Queen, Queen of Heaven**

Eshterre The Mother, also Grand Mother Esthtere; the crone; mother goddess of civilization and mankind; love and warfare ‘the Teragen mother’

Companions of Exterre are among the largest bodies within the Imperial Church, by oath clad in the Blue and green of Sea and Sky, Maxim: *Be bounteous*

Sub Cults

Handmaidens to the Lady She Of Many Names – the cult of the Crone Queen, whom they call the First and the Last, mother of humanity and the star mother, bringer of civilization, love, and war. Very pro-Solar to say the least; still based out of the Temple on Ishtar; the cult also has a side cult that also venerates the Empress as Ishtar's Champion. Styled as the Old Mother Goddess of the Imperial Pantheon, both metaphorically as the “Last Goddess of Earth” her cult previously thrived on a world around Fomalhaut at some point prior to the Golden Age.

The Mystery Cult of Hexterre – a story of Hexterre (Exterre) and of how she bound her sister² the goddess of the underworld, who even now hands suspended dripping her death poison from her killing injury into a cup. A great many of this cult also belong to one or more other imperial cults and it is they who take their ‘sentinel duty’ (of voyaging aboard starships and blessing them against the spirits of the underworld) the most seriously.

"There is serenity in Chaos. Seek ye the Eye of the Hurricane."

² **Rish Kygal** – the Hanging Goddess, Goddess: Suspended, the Upside down goddess. The Rish Keegal or Rish Kygal Former Goddess of Death, who even now hands suspended dripping her death poison from her killing injury into a cup. Her older sister Exterre feeds her the cup's contents once a day.

The Empress, Venae The Goddess of Empire & Civilization (heir to Exterre) Her Daughter; the Ascended One, the High Priestess, the General, and the Mother

The divine aspect of the Empress. THE face of the Imperial Cult.

Holy Stars – Tanix Prime, Gordium, the Ketraxis star group

Holy colours – black and green

Popular Aspects – The Queen Mother, The Conqueror, the Planner

Other Names – Vaena, Venae, Empress vena Damiana, Exteris Liet

Divine Power – the Imperial Daughter calls upon 44 legions of virtues, 11 each of Justice, Motion, Knowledge, and War³

Unholy – The Lords of Ignorance and other demons, the Un-dead, corrupt imperial officials, spirits of Void and Entropy. Some elves.

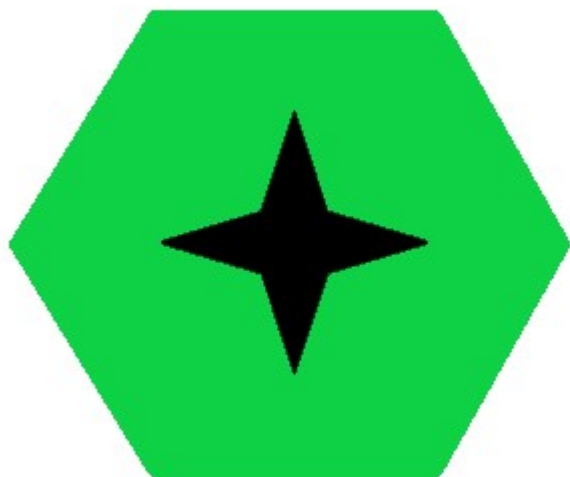
Sacred spaces – all dedicated imperial (government) buildings are sacred to Her. Public Works projects. Recovered ruins. Conquered military fortifications.

Holy Rites

Imperial Quotations - *The tree of empire must at times be pruned with the blood, bones, and flesh of those who would obstruct civilization's aims.*

Treason is death

“Your persistence, your survival, your prosperity; these things will dictate the quality of your successful conquest.”



The Empress Cult

The original empress cult exists still, and has grown far beyond the Church's ability to control it. In Empress doctrine, Exteris Liet is the heir of all of the others, and so daughter of Leviathan, daughter of Exterre, daughter of Starfire, daughter of Mu, etc. The sacred weapons of the Empress cult are of course the Sword and Blaster, the traditional weapons of the Empire.

³ Virtues are described in **Apocrypha Obscura** – transmissions from the Dreaming Gynoid

Arising out of the blood of all imperial species the Empress coalesced to lead us forward. The Empire-is-Many Maiden, a fusion of the empire's many divers forms, often depicted as a fusion of mechanical, synthetic, engineered, and 'natural' (e.g., Biological) elements. Always however she spreads her lessons, called the Empress doctrine⁴.

The **Orphan Priests of the Empress** follow the Orphan Mother aspect of the Empress. The Orphan Mother (or Queen Mother) a caregiver / mother deity in charge of a vast organization to keep beings from being alone; immense imperial orphanage system in some respects, policed rather ruthlessly to keep it free of various types of predators; made easier by making it religiosity (The Queen Mother)

Of the Empress' various aspects, two of them have their own cults dedicated to that particular aspect.

The **Planner** (the Master of Civilization) - the image of the architect and builder; often portrayed as an enlightened warrior scholar. Appears as one being a composite of the many forms of Imperial life.

The Conqueror - The Last daughter of Exterre and Warrior-Conqueror of the Sunset (Third) Empire

Social influence

Agents & Clerics of the Empress have the least additional authority but are given the widest 'discretion' by Imperial authorities in comparison to those of other "divinely endowed' cult or church members.

Path to Proper Action

In her capacity as High Priestess of Exterre, the Empress interpreted a credo that has now become common between the two cults. In essence

- Welcome disaster if you can survive it. You will be changed and transform.
- When others run, run the other way.
- Seek challenges
- Be fearless

In combination with the credo "Be Beauteous," this remains the baseline of the Companions of Exterre cult even today.

A great many warrior orders, as well as administrative craft guilds and professional organizations, in equal measure, exist across the Imperium founded in the Empress' name and dedicated to Imperial service. At least theoretically, each Imperial Legion is blessed by and operates in Her Holy name, save for those dedicated to other Gods of the Imperium.

Death is just a clock, ticking.

⁴ The Empress Doctrine is quite succinct; it has four basic tenets.

if you want civilization, civilize things yourself

Do what you must to survive

Care for your young and your old and your infirm

it is better to have civilization than not

“FIRE!! GUNS!!! REVOLUTION!!! And so is the cycle begun anew.”



Starfire is THE heroic ideal of the modern Imperium.

Grizelda Starfire - patron of heroes

Holy Stars - Antares is sacred, most especially among the Saurid followers of Starfire. Starfire, However, *the eternal heroine* has an established face for every major imperial species and her cult rapidly seeks to be able to make a similar boast including a member of every gens, clade, and species amongst its ranks.

Holy colours – “Chrome and Steel” - the colours of fire – White, Yellow, Red, & Orange.

Popular Aspects – newly being represented as a minotaur warrior figure

Other Names – Grizelda Starfire, Zelda Starfire, Zelda Nova, Lyris Starfire

Divine Power – according to church doctrine, Starfire commands 23 legions of Dominions, the bulk of “heaven’s army,”

Unholy – those powers that empower tyrants; moreover, those things which prevent heroes from achieving their potential. Anything that discourages zeros basically

Sacred Spaces – Sites of revolution and change; thus, virtually anywhere

Rites – *Jump into the Pit, The Zero Path,*

Words of Starfire - The Lady Starfire would remind you that conflict is the hearts blood of the empire but also of all life. And that going to battle in the name of fun, friendship, and holy justice is The Right Thing

Do you want to live forever?

The Warrior Priesthood of Starfire and

The Champion Adventurers of Starfire

The Warrior Priestesses of Starfire - The most dominant meme is that ANYONE can do well in the empire's name. They are egalitarian AF. Many bovids have flocked to the cult in recent decades thanks to the current empress; these warrior priests & priestesses all carry ritual power maces and electro power maces as their signature weapons. Perhaps in the coming decades they will become a sub-cult unto themselves.

the Champion Adventurers of Starfire – an unofficial subcult existing on the poorest of worlds; designated an official cult of the church in early 11,019 largely through the actions of a handful of that organization that were successful enough to join and be welcomed into the main cult over the last 20 years.

The Sacred Sisters of the Mission System – are a volunteer organization within the cult that travels in groups beyond the Imperial border to particularly war torn and conflict riven planets; once they arrive at their destination they construct a low to medium tech large walled fort, keep, or fortress capable of withstanding some siege and assault; thereafter they go about their chosen world, rescuing civilians, the injured, parents and children from conflict areas to a safe place where they can be safe and effect recovery. Operates at a loss but frequently the target of generous Transaction donations by various factions in the imperial government; also receives a semiannual stipend from the Office of the Empress by tradition.

Cult of the Honored Daughter – are a group of Liet Family cultists who joined the body of the Starfire cult honoring specifically her aspect as daughter or grand-daughter of the All-father.

Curiously amongst imperial enemies, warrior priests and priestesses of Starfire exist among the Beyonder **Taurauchs**, **all** carry ritual power maces and electro power maces as their signature weapons

Other Notable Bodies

The Imperial Legions - I you die in service to the Imperial Star Legions your name will live on forever and you will dwell in the shiny chrome halls of Neo-Valhalla

The 229th Imperial mixed services Legion - the entire legion is dedicated to Starfire's fighting ideal. They are commonly believed to be insane by the other "xeno-legions" as they pursue a very sincere 'heroic' fighting ideal.

Hear the faith and patience of the saints - Let they who lead them into captivity go into captivity, let those who kill with the sword be killed with the sword.

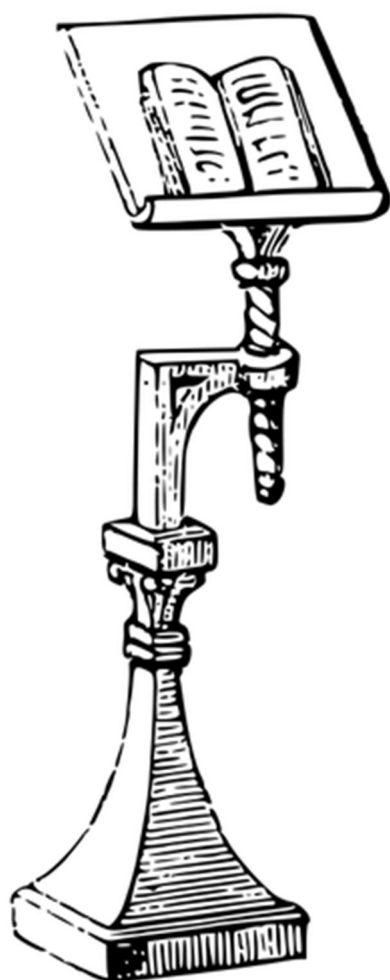
Mμ

**Keeper of the Septemanation
the Seven Rays of the Via
Lactae
Lord of Science and Magic**



**Lord of Imperial Parascience, Keeper of the Eldritch, Librarian of
the Gods, Muse of Education and Master of the Sciences.**

Patron of the Imperial Science Academy, Mu the Mysterious Unknown Force, the Hexagon Science-Wizard



Holy Stars – Solus B,

Holy colours – a banner of blue and green wrapped about an indigo band; sometimes the Sacred Prism, a selection of six (seven) colours bent outward from the tip of their Wisdom Staff.

Popular aspects – Cattle or goat headed Lord Mu bears the Staff of Dual Serpent Wisdom as both the premiere archmage and super-scientist of the Gods. Always plumbing the great mysteries. (Cattle-headed depictions of Lord Mu are at an all-time high given the sitting empress is a cow mutant.)

Knowledge, magick, and science are all within his purview.

Other Names – Psi Mu, Mu the Hexagon Scientist Wizard, Divine Power – 7 are the Thrones who advise and 9 are the legions of Dominions that call His name. 333 companies of Knowledge Virtues sing His name.

Unholy – the Lords of Ignorance, their minions, and their ilk are Mu's mortal enemies, and temple frescoes frequently depict he and others of the Imperial pantheon "chasing them" from Imperial space after the Second Empire.

All that would destroy or eradicate knowledge is unclean in His Divine Gaze. May they burn in holy photons.

Sacred Spaces – disciples of Lord Mu keeps their sacred space in the fashion of a laboratory or mystical sanctum, often incorporating elements of both, A full temple often contains research facilities (very Jesuit).

Rites – Uploading to the Noosphere, Unleashing the Sacred Ray, the Oath of Deep Learning

Muvian quotations & proclamations - *The Lord Mu would remind you that knowledge is the lifeblood of all civilization*

I am the Ray and the Light; I am the 3rd and 23%

The Philosopher-Scientists of Mu

Are the primary Muvian cult, largely comprised of educators, scientists, explorers and the odd wizard or mutant within the Imperium. It is not a large cult and would be even smaller if not for it's place within the Imperial Church. It's adherents are more monk than scientist, committing themselves to their pet projects with literal religious fervor.

Some, those who have taken the **Oath of Deep Learning**, commit themselves spiritually, mentally, and sometimes physically to the exploration of a particular unknown. This could be a field of previously unconceived research, a new galaxy, the galactic core, another universe, etc. and then dedicate their lives to this pursuit in Mu's name.

Subcults (many) – *many are the makings of a mystery cult*

As **Custodian of the Divine Library**, **Mu** is most traditionally depicted as an unassuming but appealing humanoid of feminine aspect; she wields the twin powers of Science and Education, through which all of her secrets may be known. Those devoted to the Mu-Librarian often wear affected eye frames to indicate their affiliation. These lenses may be endowed with super scientific or psionic powers possibly as determined by the Judge. Agent-devotees have been known to invoke her to instruct their lessers in advanced concepts more rapidly and with greater accuracy.

Wisdom Bull Sometimes manifests beyond imperial space as an old minotaur deity who wishes for a new age of greatness, wishing to spread the word to a species of bovine humanoids (space minotaurs) with a warlike disposition and violent attitudes toward carnivores so now appears as semi cybernetic with battle and targeting computer cyber optics war minotaur with gleaming duranium battle axe in his flesh fish, and of course two others, who are likely to benefit

The Cult of the Sacred Brother and Sister

Honor Starfire and her brother Mu in aggregate, and hold the pair up as THE Imperial Ideal. Action and Thought. It is from their ranks that the now common depiction of either Deity as bovine or cow-headed began. Perhaps to differentiate itself from the now more common depiction, or perhaps to appeal politically, they now both amongst adherents are depicted with three eyes as well, again much like the sitting empress.

Some few influential members of this cult hold that the sitting empress is, in a holy sense, their 'sacred daughter.

On the more primitive worlds of the Imperium, this cult is the most common depiction of the two divinities.

Starfire

On a hundred primitive planets she is named for her chief symbol – the herald comet that presages changes in fortune for kings and kingdoms, as well as a dozen maiden huntress goddesses and – in small measure – the turning of the seasons.

Weapon: Bow & Arrow
(Crossbow in post renaissance worlds)

Mu

Starfire's older sibling Lord Mu appears as a Baphomet-like figure on many primitive worlds of the Imperium, imparting greave alchemical and philosophical insights in equal measure, manifesting in mystery cults of doctors, midwives, alchemists, and the like.

"The Gods love lonely souls."



**Nikas Liet, Grandfather Time, the All-father, Space Trader
Nick, many many other names**
Trade, family, 'grease' (theft, graft, etc.)

Nikas is an old and feisty deity, known widely in his aspect as Grandfather (or mother) Greenfoot on a thousand low-tech agricultural planets – precisely the sort of places that DCC characters tend to hail from. By turns the fecund father and the bountiful mother, Nikas Liet has appeared on a hundred worlds, leaving behind teeming numbers of Halfling each time in a display of truly divine fertility. The Lord (or Lady) of the Old Wisdom is also the God of Commerce, Trade, and the “Negotiative aspects of civilization;” thieves and diplomats alike invoke his name and image when they need a bit of a boost. In his more modern aspect, he is best known as the juve-Holo character

‘Space Trader Nick’ who, in over 600 individual episodes, teaches valuable lessons about civilization, commerce, diplomacy, running like hell, and being a clever business-being.

Holy Stars – Solus A, the Solar Stream - A great many stars in the path of the “solar trader” across old imperial space

Holy Colours – Green, Brown, Black, Gold

Holy Number - 16 this most common age of majority in imperial space is derived thus

Popular aspects The Master compromiser – honored by diplomats throughout the Empire and even beyond.

Space Trader Nick – Nikas Liet’s essential mythologies live on in over 600 full sensoraround holo episodes of the beloved juvenile’s edu-series.

On especially low tech agricultural worlds he is still regarded as *The Gardener*.

Divine Power The Green Father commands 3 cohorts of Hope virtues, 33 cohorts Charity virtues, 133 Legions of Motion, and Knowledge.

Unholy – Spawn of the star gods, the Un-dead, cosmic abominations, slaves of entropy

Sacred Spaces – community centers in all of their possible forms, often markets, guildhalls, taverns, and the like.

Rites – All bribes and other “labour saving workarounds” are sacred in the Eye of Nikas Liet.

Choice Nicoline aphorisms *The All-father would remind you that negotiation is the foundation of all civilization*

Be cunning and unpredictable, engage in tricks & trickery, and your people will never be destroyed.

‘What fresh capitalism?’

The Friendly Traders of Nikas Liet

Per the Cult, Mu and Starfire are his children and grandchildren respectively.

His cult in many ways is contrast and complimentary to that of Leviathan. Honored and worshipped by many barristers, attorneys, lawyers, and the like.

Subcults are spread across imperial space and beyond. The All-father is known on a thousand primitive worlds as a grain god, fertility deity, or cunning trickster (and often all three). Regardless, the lord of time is always the patron of trade, of family, and of the ‘greasy wheels’ of civilization – graft, bribes, and the like.

The Mystery cult of **the Gardeners of the Family of the All-father** claim that Liet was once an obscure grain and trade god on a single world long ago with a penchant for theft. Of incredible age, the cult holds as true that both Mu and Starfire are his children, and that – with Exterre, Vaena was conceived as divine as well. They interpret the whole of the Cult in familial terms. (Even Leviathan is claimed to be of some improbable cousinship to Exterre.)

A small breakaway faction of this cult joined the Starfire cult some 28 years ago to absolutely no factional rivalry. Within **the Gardeners**, all are One Family.

Yaldahinh – the Hennet pilgrim-traders from Jaldipoor in the Federated Neutral Zone. Once a dominant faith on that world much of their remaining faithful have taken to the stars with imperial contact. In some ways more organized crime or an invading army than merely a new wave of immigration, though surely such talk is mere paranoia.

“Theft from the dead robs only the rich.”

– Book of nine toes

Recent Inter-cult relations: In 11,003 in anticipation of the coming of the Federation 'peace mission,' many it seemed looked to the Imperial church for guidance and reassurance in these trying times. In that year no less than X of the gods made it known their feelings on the new empress. Mu, and Starfire both, manifest bovid features.

Perhaps as a show of objection or perhaps not, but Leviathan has made no such overtures. Leviathan is as it was when the compact was set. Leviathan does not change. In the modern 11018 era, the cults of the Empress and the Mother have....melded. Lit. combine the two cults into one and make it difficult to tell one from the other. (poss. Some temp divine strife occurring upstairs?) Combine their symbology and make it the Mother and the Daughter the heads of the two cults conducted formal Sidereal-long "High Rite" in 11,018 bringing the two already allied cults closer together.

By sidereal 11,019 there was a definite ongoing emergent competition (albeit unofficially) between the Conquistador faction of the Leviathan priesthood and the Crusaders who have sworn to Starfire. A competition to see who can by their own means bring the most worlds into the Imperium and – increasingly – put their own mark on the world to boot.

Other variations of the core Imperial Cult

The Imperial Divine Family Cult is a Sub-set of the greater Imperial Church that exist only on worlds where mammalian familial bonds are the primary unit of social organization. Within it, the Gods of the Hexad are organized into a traditional pantheonic family unit.

Exterre and Leviathan are siblings in this equation and the eldest

Nikas Liet is of a younger generation of divinities

Nikas and Exterre are the divine parents of

The twins – Starfire and Mu (Mu was born one minute earlier)

The Empress then is the youngest child, amidst populations with very short lifespans she is sometimes the Granddaughter.



Tribal Cults

Many ship gods are fragments or avatars of the Imperial Cult Gods; these tend to be hulls that took part in the Empress' Crusade; the cultures of those aboard these vessels are fully given over to the dictates of their connection to the divine and so this makes for a dozen highly idiosyncratic splinter cults of every above mentioned Cult aboard dozens of Imperial registered starships

*"How we treat the worst of us. That's the test. **That** is our mettle."*

The Imperial Church

Church Doctrine

The Core Values of the Imperial Cult

the Empire is Civilization, and of course by extension, anything not of the Empire is not therefore by definition, civilization. Subtle but quite deliberate. The Sevenfold Promise of the Holy Empress is frequently cited as follows

- *the Diversity* of its population
- *Education*,
- *the Scientific Might of the Empire*,
- *the Psychic Might of Imperial Minds*,
- the vast wealth of the empire,
- *the civilizing influence of greed and colonialism*,
- *the Price of civilization being paid, and all taxes coming due.*

Contracts and oaths and secret police keep the civilization running. For a great many reasons, the Church has been strategically set up to be the entity that oversees these arrangements.

Diversity – The Empress doctrine make clear that the empire is many-becomes-one and this is both commonly depicted and in a variety of manner. The face of the Divine Empress as a composite entity of equal parts organic and machine life is the most common facet of this tenet, as is the apocryphal *Tale of the Ribald Empress*, which purports to tell of how the mortal Empress raised her armies traditionally depicted as a light garden world erotic comedy as so imperial maiden flits about the Sunset Empire, laying with various species of the empire,⁵

Civilization over All. - better than not having it. Always. A tyranny can change but destroying civilization requires everything be relearned. Painfully.

The **Imperial Church** teaches that present era of the Universe, the Collapsing Era, began with the Loosing of the Angel and then the Zero Hour; at that time the universe was granted the divine gift of Freedom from Predestination.

According to the Doctrine of Immortal History, (established by the Encyclical of 10,972), there have been many gods throughout Imperial and pre-Imperial history, of a multitude of species. Part of the priesthood maintains a list, in fact.

Holy items of the church

Holy beads, incense, chants, music, and song,

Daily Activities of the Lay

Use of Mediational Deck

Prayer to the gods

Tithing within their means of success

⁵ While not a major matter of doctrine it is worthy of note that while this is apocryphal in the Empress cult, in some Exterresh sects It is non-apocrypha and in fact held to be part of the religious canon despite it's obvious absurd tone and likely impossible acts.

Church Structure

The Sacristum Ecclesiarchy – the Ecclesiarch-administrators that functionally run the Imperial Church.

originally this was 12 members each drawn from the number of the Great houses of the Imperium⁶, but now there are at least hundreds. 36 High Ecclesiarchs, with 18 Ecclesiarch-essential reporting to them each.

The Paladins – a separate church body, there are 12 of them, and really all they are are people who have the ability to “call crusades.” Generally, not a force of arms type crusade though...they could. They are wielders of quiet influence and exercise more actual control over the Church than the Ecclesiarchy wants to admit. They were not a formal body of the church until recognized shortly after the Maenad Uprising, but they have always been there, each the legacy of the original 12 Ecclesiarchs, the Lords of the New Church. .

In the last two centuries they have accumulated VAST amounts of political power and formal influence in the Imperium, so that they are now functionally equivalent to the Ecclesiarchs. With this increased power comes increased visibility – their ability to direct the church toward pet or personal projects or on broad based agendas has been formalized into their ability to call for a Crusade; - in theory a “moral” appeal to the Imperial citizenry and subjects of known space to embark on this thing, often presented as a moral or spiritual quest. While this has not been used to call for actual violence or a more traditional sort of “crusade” it may only be a matter of time. Such a thing could lead to the curtailment of their accumulated power and influence, and many would seek retribution on those who had been responsible for such a curtailment.

God-masks

Among designated members of the Imperial church, those of the priest class do enjoy a certain amount of social privacy as do the nobles of the Imperial Houses. Primarily this manifests in the form of God masks. Officers and agents of the imperial church wear masks when moving in public as they do not wish to appear bareface, while also maintaining a professional “agent of my god” detachment. There is one mask for each of the six in the Imperial Hexad

Leviathan’s priests wear metallic and angular masks, oft plated with brass, gold, or copper

Exterre’s priests and priestesses wear elaborate porcelain like masks of gold, lapis, and clone-manipulated ivory; in design, the masks call to mind her Queen of Heaven aspect primarily.

The God-masks of **the Empress** pledged feature a burning angel motif.

Starfire’s faithful bear chrome masks painted and sculpted to call to mind her title of the Laughing Maiden.

⁶ Several nobles of certain Great Houses are offered positions within the nascent Imperial Cult; these 12 were largely responsible for building the church into the mighty instrument of state force that it has become today. They were titled in their lifetimes, the Lords of the New Church, and were the first and founding members of the Ecclesiarchy

The god-masks worn by those pledged to **Lord Mu** are stylized 'blank faces' save for the addition of the third eye and the presence of any arcane formulae or equations that may be key to one of their number identifying another. All of them are stark and precise. **Nikas'** priests have an old tradition a leather or wooden mask bearing the visage of one of thousands of wild trickster mammals native to various garden and agricultural worlds, foxes, rats, and cats among them; however, these are almost never worn; in practice they go about in hoods and domino masks when wishing to be visibly designated "priestly" but even this is seldom worn as they most frequently travel barefaced among common imperial subjects in common clothing when they wish. The Empress, Mu, and Nikas' god masks all feature third eyes, while the masks of those pledged to Leviathan famously feature no visible eyes at all.



*"The soul has needs that body knows nothing of but the body must adapt.
Let your body be the vessel of the soul's travels and not it's prison."*

- **Book of nine toes**

The Yellow Imperial Book of Common Prayer Excerpts

Common Cult Sermon - The cycle of civilization

Exterre births it, founds civilization

Nikas expands civilization

Leviathan pays and is paid, and so maintains civilization

("Exterre slays what came before, Leviathan slays what came before")

Mu learns and is learned, building up civilization

Starfire burns and purifies it and starts the cycle over again.

But the Empress has done all of these things – she is the Will.

("Starfire is the will of the people just as the Empress is the will of the nation")

It's the problem you cannot solve, your civilization will fall

And rise, and fall again. Forever.

Serve this cycle or be served up by it.



Contents

Lexicon of common spiritual and religious terms
The Angels of Man – the Space Gods of the Solar Federation
Other Common Belief Systems of the Empire
The Holy Mother Church Imperial
23 Archetypes of the Imperial Unconscious

History - The Yellow book is a revision/reissuance of the previous work the Imperial Book of Common Prayer; It incorporates a plenitude of other works important in the imperial church canon; *The 99 chants of Lao-Ju* and *the commentaries of Mohammad Akir*, (writ five centuries apart in the ancient Chin-Akir system),

The original Book of Common Prayer, or the Orange Book of Ibrahim⁷ was compiled well before the existence of the Imperial Church, c. c. 1,000/Third Empire. Approximately 600 Sidera ago, the nascent Imperial Church 'expanded' this work into the formal Imperial Book of Common Prayer. The purpose of this book, in religious terms was to establish a basic tenant of accepted facts and hence orthodoxy..

"All the greatest secrets are in the deserts. Come to them, know them, listen to them.

Listen to the Gods in the Sands. Remember their lessons.

For the lessons of the Desert serve as well in the Sea as in the Void

Remember the Void is the Sea is the Desert."

⁷ Much of the book thus originates in a first and second empire text called the Book of True Ibriham This Book had its widest scattering during the period between the Golden Age and Second Empire era for a variety of purposes. It's influence is subtly felts (Example - the sheer number of place names that are, in essence, Selim. The name originates from the book.)

Church Lexicon

Angel – ancient term for a great celestial being

Also: 1. The angels of man – the space gods of the Solar Federation, and 2. The Signal Angels of the Imperial Sub-ether.

Daemon – an elder spirit of Inspiration and Creation from the Noosphere; with the tides of history and it's many periods of ignorance and savagery, a great many of them have incurred corruption over the millennia and reign extensively throughout the lower planes, weighted there by their own inner misery. The greatest among them become the Musae.

Demon – a class of “fallen” cosmic order beings, though of wide origin and purpose

Dispensations – the changes made to the fabric of the Collapsing universe at the Zero Hour. Much of the scholarly research of the church are attempts to ascribe or derive a series of meanings from these Dispensations. Even the number of them is subject to debate and revision over the centuries.

Karass – any group of sentients gathered together for a spiritual purpose, esp. those called or ‘chosen’ not necessarily by conscious choice of association. Q.v. congregation, etc.

“Let there be unto them a Karass when my need runs among them.”

Hexad, The Hexarchy, The Six Gods of the Imperium, and the divine authority of their cult and Church, respectively.

the Septemanation - The Seven Rays of the Via Lactae

Tiltheism – the practice of tithing; the institution of tithing

Zero Hour In the Yellow (Imperial) Book of Common Prayer the Imperial Church teaches of the Time of the Zero Point or “Zero Hour” a time in which 5-7 mortals loosed and then then destroyed the First Angel. Per Cult doctrine, this changed the universe fundamentally – triggering universal spatial collapse, and more importantly, loosing true free will, unshackled by the confines of predestination, into the mortal universe. Freedom from predestination. Vast bodies of scholarly and scriptural work have been writ expounding about the endless symbolisms inherent in these “Dispensations.”

Obscure Philosophical or Spiritual Works

All of which are referenced, somewhat partially or wholly incorporated or exists by descent from (depending on volume, edition, era and so on) these and other ancient works.

The Book of True Ibriham

The Yellow Sign

Sorik's meditations on Logic and Existence (lost golden age volume)

Transcriptions of the lost Saurid Book of the Forgotten

Zensunni and the Art of AeroSpeeder Maintenance

The Book of Nine Toes

Hobbscat's Leviathan

“Say no to infinite-razor-nature, Water is moral but truth unknowable. The sharpness of sun-day reveals husks, shifting but one's bloated time. The inertialess priestesses, stable unto the end, may unlimber the law. Even signal is nothingness. Sand.”

– **The Saurid Book of the forgotten**

Church Meditational Decks – A “standardized Giger-Waits” meditational deck is provided to the lay of the church; a systemized set of 23+ images

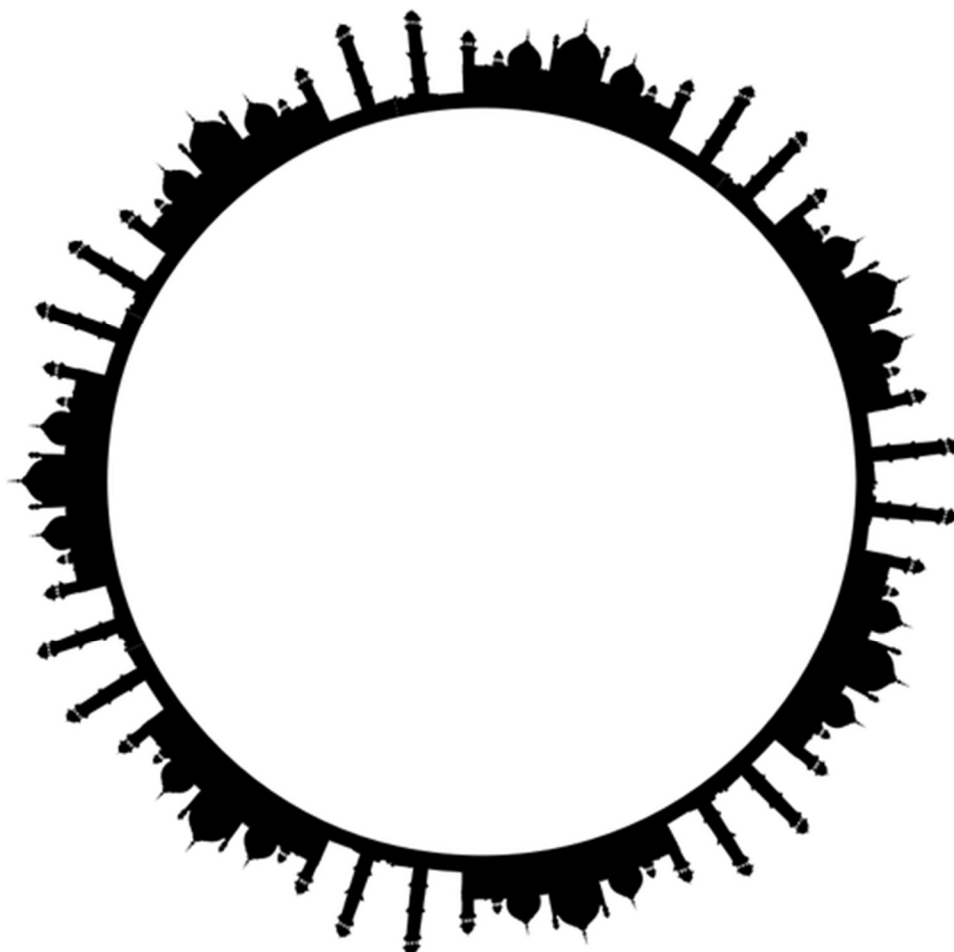
23 Archetypes of the imperial unconscious

1. **The Engineer** (the Magician) – great works
A Muvian figure in their laboratrus sanctorum often hoisting a vial or test tube full of radical possibility. The gleam of both inspiration and madness is often symbolized by a gleaming jewel for an eye or placed in the figure’s forehead.
2. **The Mad Astronaut** – taxes, dues, paying the price, also secret wisdom
3. **The Asteroid** – connotates resources, potential homes, also disaster that could have been predicted or prevented
4. **The Mothership** – support, invasion, a central point, home away from home, quests
5. **The Lander** – crossing boundaries, making the food touch; also, warfare and fear
6. **The Star Rider** (the Working Man) – realized potential, achievement; symbol of the Thousand Free Tribes
7. **The Ghost Riders** (the Wild Hunt of the setting)
8. **The Precursor** (the ancestors) what came before, the past,
9. **The Mutant** (the successors) dangerous change also the future
10. **Space** – the sea, the desert, the void; the great wasteland
11. **The Clones** (“geminus”) – mirrors, twin connection, psychic insight, splinters
12. **The Panspermia** (“cosmic milk”) beginnings of a thing
Image of an Exterrene figure from the waist up rising out of the center of the galactic disk, bare breasts full of milk, being expelled out into the arms as waves of sperm
13. **The Atavism** – violence, a return to form, danger (to others), pursuit
14. **The Drone** – control, belonging, collectivism, loss of identity
15. **The Pre-sapien** – unrealized potential.
16. **The Virus** (the stray round, the sensor shadow) inner chaos, surprises, death
17. **The Collapsing Universe** (the World) Everything, sad and glad, All that is that can die.
18. **Gravity** – the master of all things, gravitation or freedom depending
19. **Mind** – self, ego, psychic powers, and sanity
20. **The AutoEvolver** (the alchemist – xformation) pharmacology, evolution, spirit)
21. **The Navigator** (enlightenment/transcendence also journeying experience)
22. **Zemblanity** – a perfect combination of evils or misfortunes the darkly comic, the doomed, the fated, the fucked. Entropy in all things. Also, beauty in decay and broken things. Wabi-sabi
23. **Serendipity** -the flow, right place right time. Perfect synchronicity of accident or fortune. Unasked for blessings. Also, idle concerns, flightiness, preoccupation with irrelevancies, vanity, overconfidence, or estimation of ones’ own abilities.= -

It is thought in some circles that the images used are based on those used to teach juvenile Navigators basic Seer training; in fact, they are a tool long ago developed by the Navigator houses to act as a focus to their own seer efforts, and to control the seer and oracular efforts of others.

*We will show you a warrior ethic
The Pagans are Coming For You’
Our empire never ended
The Temple Will Be Restored*

The Space Gods



Space gods covers a lot of territory

Space is littered not just with the ruins of millions of dead civilizations but also their gods, equally dead; the ghosts and memories of gods of extinct peoples and lost societies, but yet still hunger for worship by the souls of the enfleshed. The outer ring of almost every star port in the Imperium is reserved for the faithful, the desperate, and the temples that service them. Here the Gods of Space and the little gods of a billion planets vie for your attention, your most earnest belief, and of course, a Transaction or two. In many systems this equates a tiny (or crowded) cluster of alien ethnic districts, which only the most adroit imperial could thread their way through without incident or intoxicant.

THESE ARE THE GENERATIONS OF THE SPACE GODS

The first generation of Space gods long predates the Holy Hexad by millions, possibly billions of years. They rose out of the ranks of the precursor species of the galaxy, the Nagah, the Quertzl and those of like age.

Divine descent of the Space Gods

Old, lost, forgotten and obscure aliens and their immortal gods

The Primordial Gods and the Star Gods

The Many Angled Ones – obscure First Empire term for one or more godlike intelligences of five or more dimensions; they are either native to the early universe or have been affecting it since the early chaotic period came to a close. Believed architects of the Tanix Gate and possibly other cosmic engineering acts as well

Star Gods - his includes such beings as Great **Cthulhu and its ilk, and those other extra galactic gods who came before the age of mankind**

Swept through this spiral arm of the galaxy at the end of the First Empire; it is thought this is properly what ended it ultimately. For half a millennium madness reigned and countless worlds were ravaged and plundered.

When they departed en masse, something of an exodus of those who could followed them well beyond what is even now the Imperial border.

Their minions and their spawn are unholy to Exterre and to Nikas Liet

The Elder Gods

the Very Oldest and most Ancient of Space Gods'; Made up of groupings originating in the remnants of the Quetzal, and the Nagahl, before them. Most are gone, scattered, dead or sleeping. Their works are within the inner ring of the galaxy and beyond its edge

The Old Gods

The first gods of the present age of mortals, appearing some one to two million years ago depending on region and preferred historical interpretation. Within this ranking there are many sub-groups, though with the passing of time many of those once considered in this number are now dead, changed, or depowered. Many are thought to be adrift in the mightiest of magical slumber deep in the Noosphere or within the Primoire itself, slumbering until woken by a world's belief.

The Angels of Man

the Space Gods of the First Empire; the 9, 10, 12, or 13 "Made Gods" that explored the galaxy and attempted to end life on Teranaya at Empire's end

The Lords of Ignorance

the (fallen) gods of the Second Imperium; today they are the new Lords of Chaos

The Imperial Holy Mother Church

The Hexad; gods of the Empress' millennium; the dominant divine powers of the last thousand years.

"Fear of power invisible, feigned by the mind, or imagined from tales publicly allowed religion.

not allowed superstition.

And when the power imagined is truly such as we imagine, true religion."

– Hobbscat, **Leviathan**

The Old Gods of the Second Empire the Lords of Ignorance

Invariably, the gods of the old become the demons of the new. If this is so then one need look no further than these remnant Second Empire Gods. Consort with these beings at your peril; for to do so is treason to the imperial government, and heresy in the imperial church. For they are on the proscribed list – enemies of civilization.

Lord Televisor – – the Inevitable Eye of Omni-surveillance; watching and watched, hypnotized and blank, ready to be filled; false god of hypnosis, surveillance, and control; favors total data control; all other data is falsehood and must be destroyed, the longest lasting first. Among the most potent of all the Lords of Ignorance, even today.

The hypno-lord; misdirection, control, detachment, surveillance, god of hypnosis, surveillance, and control; favors total data control; all other data is falsehood and must be destroyed, the longest lasting first. Among the most potent of all the Lords of Ignorance, even today. Once the Telescreen, God of Surveillance.

Some say the signal from an active telescreen can be and often was subverted by Televisor to create “Agents of the View-State” via hypnosis, behavioral induction, and triggered specific hallucination, eventually creating a kind of biological degeneracy wherein these hallucinations became flesh.

Lord Televisor is the Eye Who Watches. It has been destroyed many times and risen again many times. It is old and patient and maliciously evil. It’s age is the only indicator of Televisor’s true power. Ultimately it is the subversion of all.

Lord Progress - not only a Lord of Ignorance but a Class I Proscribed Idea-meme; literally knowing of it’s former (or current!) existence is a punishable offense. If Lord Mu has a genuine mortal enemy in the here and now it is this *thing*. Once represented as the endlessly regenerating hydra of progress, the Unstoppable Ever Serpent.

The once God of Progress became associated with anti-biological assemblers at the end of the S. Empire and cult suffered.

Purity⁸ - an early first empire emergent Noo-meme (Technarchy actually) that slumbered after the fall of Earth, only being roused by the mass genetic purges of the Second Empire. One of three entities that likely most both prevented the S. Empire from achieving its full potential and brought the Second Empire down. Late in the Second Empire, stories of ‘the devoutness’ among the Office of Genetic Control working (black) miracles were common on high population worlds, slaughtering hundreds of thousands or millions en masse.

Ego Death to the Face of the State-god - a late (early collapse actually) noosphere accumulation; an emergent Noosphere God of Fascism essentially. The other Second Empire gods (not regarded as Lords of Ignorance) broke the pantheon by fighting this emerging Memegod and many were destroyed by mass genocide of their followers during the spasms that ended the Second Empire

⁸ Purity Control - a star metal thinblade designed to herd this thing; pro'lly Tamarah’s doing.

Bloody gardens of ideology, the Second Empire

The pantheon of the Second Empire was one of darkness and rage. At its “height” the Second Empire was a despotic and ultra-authoritative regime, regardless of which faction was in power. Populations of whole planets (a great many of them by the end) were being bred, like livestock, for select services, and social control was absolute and everywhere. FTL travel was prohibited as “too dangerous” and “incompatible with proper thought” - and its usage became grounds for fighting after a time. As this was thousands of years before the age of the Ansible, the Empire’s ability to maintain order on member worlds remained high, even in eras of extended combat between factions. Ultimately it was not the rigid social control of the era (“subjects as cattle to be used, tool-like”) but the rigid fractionalization that doomed the Second Empire. Thousands of years of imperial activity confined to each faction actively engaging their maligned rivals, and endless purges as ideologies were revised to fit changing circumstance. The Lords of Ignorance reigned supreme for nearly 20,000 years it is said.

At the end, its final civil war raged maybe a thousand years, maybe a thousand days. AT its climax, most significant member worlds of the Empire (and many significant ones that had attempted to break away from the madness at the very end) were wrecked ecologically by a spasm of mutually assured destruction by both factions. It is said twenty thousand planets were bathed in nuclear fire. A great many asteroids, space habitats, and planetoids simply did not survive the war itself, and no few planets were destroyed entirely before it was all over.

In the modern imperium, even on advanced core worlds, flat screen 2 dimensional telecommunications devices, even if they are (allegedly) just for one way observation of signal, are objects of great superstition. On some core worlds they are (still) banned. In some corners, some fearful still regard them as portals and operating devices for Lord Televisor.

Other and Lesser Lords of Ignorance

Nabru Endseed, *Lord Tyranny*, God of Dystopias, the Rot at the End of Civilizations foundation of church: genetic politics, techno religion – and is one of the Angels of Man, pro’lly Scorpii; Secretly may have played a part in originally sponsoring the rise of the third empire?

The three Guardians of the Singularity

Massive Productions, once the *Lord God of Industry*, this is the first of the three Guardians of the Singularity

Siliconth, once *Lord Arithmatron* God of Computers, is the second Guardian of the Singularity

Dhalsoohm, once *Lord of the Lifecode*, God of Genetics, is the final Guardian of the Singularity and keeper of the secrets of Ancient Mars

Argentic Missileus, *Lord of Sky Transit* (God of Flight)

Transut, the *Lord Database* (God of the Web)

Mother Trin, the *Desert Bloom*, once *Lord of the Flash*, God of the Atom, lord of destruction, energy, and mutation

Carnage - Second Empire spirit of violence and brutality, spawned primarily by Purity’s purges.

Ivis Reusyl “the Just Ends” - second empire era now demon of “population control” and mass homicide; ‘patron of mad dictators’

Many regard **the Mule** as among these lesser Lords and perhaps with good reason

Order

Sagittitron - The White Centaur
 Scorprii – the Black Centaur
 Warrior Prince Orion

Chaos

Garethet Cygnus - the black star swan
 Phantra the Vigilant Anarchist
 Sepsis the Synthesis

The Moralities

Galthet the Galaxy Observer
 Myrrikan
 Arrykan

Pairings (partnerships, rivalries, etc)

Garethet and Galthet
 Sepsis and Dhalane
 Sagetron and Scorprii

Divinity	Cult Alignment	Weapon	Unholy ⁹
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Table The Angels of Man – Gods of the First Empire

Rion	Lawful	Spears, Guns, Crossbows,	entropy's servants
Sagetron	Lawful	Sword, Fist, Shield	the unmutual, The unconvertable
Galthet	Neutral	none (any)	the overpowered
Dhalane	Neutral	Words, negotiation Club and other “purely defensive” Blunt weapons	those who harm
Urrikyne	Neutral	Any	the meek The undeserving
Garethet Cygnus	Chaotic	All simple weapons	enemies of freedom
Phantra	Chaotic	Any three (choose)	Order
Sepsis	Chaotic	Fists, nat. weapons	Diplomacy

Table The Lords of Ignorance – Gods of the Second Imperium

Televisor	Chaotic	all Simple weapons	*
Progress	Chaos	High PL weapons	*
Cult	Lawful (evil)		
Purity	Chaotic	Cleansing items	*
Ego Death	Chaos	Weapons dedicated	*
Cult	Lawful (evil)	to murder	
Nabru Endseed	Lawful	high tech toys	the weak

*The Lords of Ignorance collectively hold Noosphere manifestations, Knowledge spirits, beings of lore and memory to be Unholy. Learning, literacy, and the like are equal-parts unholy and unwholesome. At the Judge's option this could include wizards, clerics, and scientists as well

⁹ By far the most common unholy is that of the servants of each other, and – sometimes – that of the other gods. What is listed under unholy is above and beyond that.

The Angels of Man The Made-Gods of the First Empire

Unlike the hexad, or the Lords of Ignorance for that matter, these gods exist within the collapsing universe and are in fact a part of it. “The Nine Space Gods” - a myth from the end of the First Empire called the “Angels of Man; the story goes that at some point in the great and fully mythic reaches of prehistory, the humans of what would one day be the Solar Federation created a dozen angels to travel into the universe and return with what they had learned. At the end of the First Empire it is said, nine shining demigods appeared claiming to be those angels. When they were rejected by the peoples of the First Empire, they departed, and madness reigned.

the others destroyed by what they found. one or more of them had to gather to destroy
one of their brethren

These self-appointed custodians of the Teragen inheritors still exist, and some are still
very much active in the modern era.

Scorpii and Sepsis were honored as gods by the earliest Martian Dynasties of the Second
Empire

Arrykan may have been the discoverer of Goth; almost certainly responsible for the
wider dissemination of the Ghost Drive; current influence on the Empress Imperium is
quite high.

Any length of computronium without comprehensive data security will have mytho-
conspiracy theorists claiming that these gods influence and control the galaxy as though
it's secret and ascended masters.

overview

The Nine, sometimes called the First Gods by those falsely believing them to be the Risen Gods of the First Empire, are elevated robotic intelligences who achieved a form of apotheotic immortality through a combination of psionic and later magical ability¹⁰ at some point during the era of the First Empire.

They were the creations of a struggling mankind on a ravaged earth having achieved the stars and then lost them. It is said a thousand Terran years passed before their builders themselves returned, first fleetingly, to space.

The nine have existed in something approximating their present identities and forms since at least c. 20,000 ad/ They were acting as deities by 30,000 and the conflict between Sagetron and Scorpii has been going on at least that long

At some point they created an artificial world as an experiment...and much of their conflict arises from that point onward from that world's total destruction. The artificial life forms called variously “kentauraides” fled the destruction of said world.

¹⁰ The nine were robots who achieved sentience while exploring space; something uplifted them to advanced androids; these droids achieved a kind of serial immortality, then unlocking psionic technologies and then their own abilities. They are literally robots who bootstrapped themselves up to human emulator droids and then later immortal psionic gods.

History - Sagetron the White returned from the galactic core¹¹, awake and possessed of many secrets. A faithful servant it returned to its home star, ruminating on the implications of the Zero point (for it knows what happened there) and what it means for the wider collapsing universe. On returning to its home space, it found that much had changed. So, it gathered it's remaining brethren, eight others of an initial 12 (including itself). Taking responsibility for the group, (now he) led them to their home system where they were to present all that they had learned to those descent – some 6-8 thousand years prior.

What they found was the height of the First Empire, and in its rot rejected them.

Withdrawing from then Imperial space they debated what to do. Sagetron thought it time to impose order on that society. Scorpil and Rion agreed.

Cygnus and Phantra did not. Urrikyne thought it best to abandon their creators to their fate. Dhalane was persuaded easily by Sagetron and Scorpil. The others did not act.

The fall of the first empire was no doubt accelerated by the struggle between those who sought to impose order and 'goodness' upon it (Sagetron, Scorpil, Rion, Dhalane) and those who sought to allow the empire to go its own way (Cygnus and Phantra).

Soon, however, Phantra and Scorpil were driven from their fellows for their cruelties, their barbarities, and their evil. But now they were riven; and amidst their petty struggles (now with one another) the first empire was destroyed.

Some 200 years before the very end they attempted to impose their will upon the latter days of the First Empire. At most, some handful of worlds existed under their sway for perhaps 50 years.

They took to infighting thereafter, then Empire's fall. The Squabbling turned into real fighting then.

Thereafter starting some 3-500 years after the Fall, one of them began cultivating worlds. Soon all of them sought to rebuild the various worlds of the First Empire but in their moral image. Perhaps some civilized recovery might have resulted but much of the violence of that dark age rose from perhaps two, perhaps eight thousand years of conflict by proxy between the space gods.

The Gardeners Agreement Then an agreement; the present incarnations of these beings date from this period. They carved the remainder of First Empire space into a handful of slices, each of which would be allowed to develop those worlds as it saw fit.

Commonalities – for reasons of their own, they tend to maintain an elaborate (though frequently obviously technological) animal-humanoid hybrid appearance, frequently with multiple arms or sensory organs. Some have heavy gender preferences in their various incarnations while others have none. More importantly, they manipulate. From various hidden and not so hidden temple vaults throughout the galaxy they manipulate¹² their lessons in elaborate conflicts of morality and ethics with one another.

¹¹ There is the very faint possibility, left open, that the unit was something else entirely before becoming the machine it was. Perhaps something predating it's initial encounter with Kyr-Bee. Something about the wings maybe....

¹² One of them took an interest in the post second ruin of Tanix and her people; this one has been playing the long game and is now looking upon the present empress as it's great pawn. Time will tell. .

The Gardeners of Order

Sagetron

The White

Lawful

Avatars - the angels of man have many bodies, but these are the most archetypal or those known to be currently selected.

3m high cybernetic centaur with four arms (each ending in a three fingered, two thumb hand) and immense burning Sub-ethereal stellar wings sprouting from it's back.

Sagetron appears most often as a large cybernetic centaur inspired creature, 3m tall from forehoof to head; a gleaming white humanoid torso sprouting four arms, each with a hand ending in three fingers and a pair of thumbs; with immense burning ethereal stellar wings sprouting from behind and betwixt it's back

Projects - spends a lot of it's time and resources attempting to "bind" it's fellows

Motivations - He bears the burden of all of these events, now aware that he was in error and it was ultimately his fault. He acts less overtly now. For this and many reasons. He also does not favor gathering with the others. Ever.

Culture Meme - Laws are the foundation of society and civilization.

Philosophy Order gives purpose and meaning to all things. Regimentation of action and thought, a strict definition of facts, and a strong social order built on codefied laws are necessities for the existence of good. Such values must be imposed, as they are not innate to sentient nature. The greatest benefit should be held for the greatest number that may so benefit. Community is valued over the individual though the individual may be permitted to excel in matters of social order, community building, and the like.

Rion

The Philosopher of War Smiths

Lawful

Avatars many but subtle, often hidden in local cultural images and mores (Lawful - neutral) This is your Warrior people God of Battle, Honor, Kingship, etc etc.

Projects: The Forgeworlds

Has likely retreated from the collapsing universe at large. Observing.
(or he's hanging out on the Forgeworlds?)

Motivations - Orig. philosophical position was the true neutrality of unconcern; now law is the purpose that gives existence meaning. When the Angels of Man first returned to their homeworld, conflict ensued, and he was made the weapon master of the Made Gods. After the fall of the first empire, the master smith made weapons no more. He abandoned the others and traveled to the Rim, looking within.

Culture meme - Your Armor and Weapons are You.

Philosophy - Order is necessary for appreciation and understanding of the immense context in which all things, places, events, and people exist. Law & order give meaning to everything in which an individual may find purpose. The Purest motivations are those which bring greater order and meaning.

Scorpii

The Black

Lawful

Avatars A multiplicity of forms *as befits a living Science God*

Commonly a Standard Giant Humanoid with lustrous black hair,

War form is a parody of that of Sagetron, Jet black centauroid space god with bat wings, four arms, and a tremendous scorpion tail;

Was once **Nabru Endseed**, *Lord Tyranny*, God of Dystopias, the Rot at the End of Civilizations

Projects - Wielded enormous influence on the Martian Dynasty of the Second empire. Said to have spent the thousands of years after the Second Empire roaming the planes and amassing even greater knowledge, returning with a deeper understanding of the omniverse and a certain amount of primal sorcerous might.

Secret sponsor of the founders of the Third Empire.

Largely responsible via influence for tremendous influence the ISA has had over the Empire.

Motivations learning exploration and the intellectual conquest of all unknowns. Once almost indistinguishable from Urrikyne (indeed, once Scorpii was all too easily the villain o the Nine), now they are sworn enemies in a kind of cold war competition. An easy contempt for those who know a thing but do not understand or grok it.

Culture Meme – Bio-technological Bootstrapping. “I can do it, so can you.” Learn all this is learnable. Advancement through knowledge and evolution through the processing of that information.

Philosophy Order is defined as the means by which all things in existence are organized according to their ‘proper’ placement in a kind of meritocratic caste system, most capable and strongest first, weakest last. Good promotes mediocrity and suppresses those desired traits better than the whole.

The Gardeners of CHAOS

Cygnus Garethet Fibbonaccus

- the black star swan Freemovers/Chaos

Avatars - “Cygnus” a swan/black winged being (female presenting), sometimes of humanoid, others of synthetic, robotic, avian, Saurid, or other Mien. Cygnus is fully distributed; Avatars wander and only are in infrequent contact with one another.

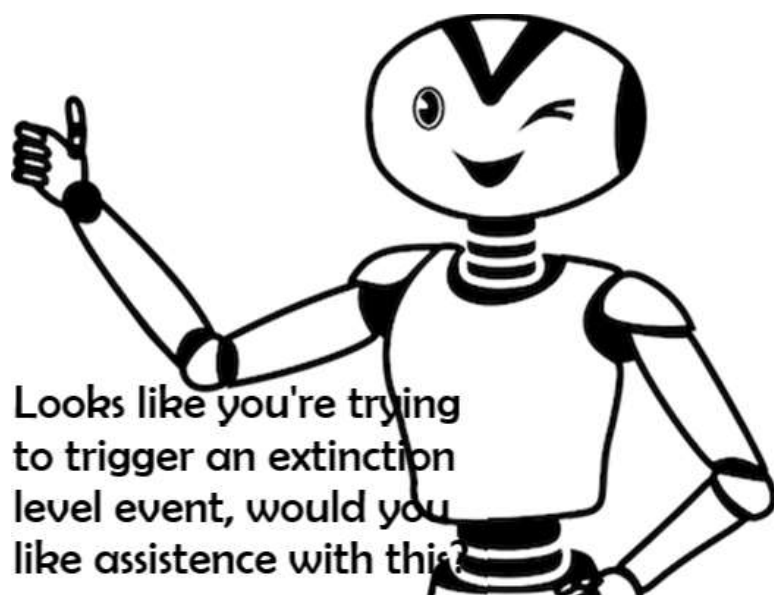
Projects wandering the Imperium randomly and cursing those who oppose freedom’s aims while sponsoring / aiding those needing greater freedom. Works anonymously and without direct hand most times.

Motivations frequently working in opposition to their kind; teaching lessons to the powerful and prideful.

Culture Meme A beautiful dance of terrible chaos

Philosophy - Freedom and independence, life and happiness are all equally important. Freedom is the means by which all creatures can best achieve true happiness. Anything which restricts the individual and so bars them from greatness is wrong.

Came into her philosophy as she and her fellows meddled in the final days of the First Empire, watching as a thousand poor decisions acted upon one another.



Looks like you're trying to trigger an extinction level event, would you like assistance with this?

Phantra V. Harlequin - The Vigilant Anarchist of Chaos

Avatars – many and varied
Projects - It's only purpose of life is to fight against stagnant order. It acts through champions that it determines have the potential for greatness and helps them achieve
Motivations - For them, Absolute freedom is necessary Life itself is law and order imposed upon the universe; life is only justified

when it combats this innate order; entropy will win overall.

Culture Meme – Fountainheads; Sort of ultimate Ayn Randism; the individual is EVERYTHING and nothing should ever hold them back.

Philosophy - Believes that their own freedom and independence is paramount, and that of others less so if they cannot be held by their own merits. (Freedom must be earned) Law and order favors groups over the individual and this prevents the individual from achieving great things

At some point in its early explorations of the galaxy, it would seem that the device encountered an aspect of the Red Queen. . Greatly accelerated the fall of the First Empire until literally driven from known space by the others. .

Sepsis the Synthesis

Chaos

Avatars – A translucent amber cyber shell with six prehensile interface cables mounted from their spine

“Late 70s Olympian human” -a terraformer that brings the green, most frequent actual incarnation is info-pollen keyed into its psionic field

Projects - A being that has brought about full synthesis of genetic engineering and planned ecologies.

Was manipulating the **Thyon ringworld habitat** possibly (Likely) Sepsis is ultimately responsible for its sabotage. Orphan killers take note.

Motivations - it has turned away from the conflicts of it's brethren and has appointed itself a sentinel has dedicated itself to stand guard and prevent enhanced electronic intelligence to overthrow it's sentient manufactures. (This being was that which backed the Shaper Houses during the Second Imperium)

Philosophy Extraordinarily hard to fathom. Brings about disasters as part of a seemingly greater scheme. Once in ages past they were linked in some way with Dhalaine, and espoused a “faintly druidic” philosophy. Presently they do not speak.

THE Gardeners of MORALITIES

Galthet

The Galaxy Observer

Balance/Neutrality

Known Avatars- all en route to Galactic Centre

Projects - has chosen to “take no action” but in fact acts only to oppose the others when they gain an overwhelming advantage.

- For some time now, they have been feeling a pull, drawing them toward the center of the Galaxy. For now, it has relented. *But it calls.....*

Motivations - “Machine zen” - have as minimal effect as possible

Culture Meme - The observer bearer (neutrality)

Philosophy - Might have once encouraged the view of the universe itself as a supreme or divine being. Has come to accept the Universe itself as a thing over itself and is somewhat (philosophically) of a ‘cleric’ of that universe

.Dhalane Myricane

– the happy philosopher

Good

Avatars “Dhalaine the Highfather” - most often appears as a mostly medium sized near baseline humanoid of wide girth and advanced biological age.

Projects Spent much of the Third empire’s history creating a Dyson Sphere and populating it

Motivations Has functionally withdrawn from galactic interaction in favor of creating their own “perfect world.” Among those on Scorprii’s “compromised list” alongside Rion.

Culture Meme -

Philosophy - Life, happiness, & prosperity to all creatures (good)

Among those on Scorprii’s “compromised list” alongside Rion.

Urrikyne Arcane

The Death seed

Evil

Known Avatars: obvious construct body houses diabolical intelligence that seeks to understand other forms of existence than biological life. Goth,

Projects - Seeks to understand other forms of existence than biological life. And to pursue them. Fascinated by undeath (actual undeath)

Has likely attempted to “make some” (undead that is) and so has waves of “sims” Might exist semi openly on Goth?

Motivations - Attempting to bring about good for all is bad, at least for those deserving (evil) the anti-Starfleet god

Culture Meme I am a wail of antipathy and murder

Philosophy - Very....Darwinian/Republican/Modern Oligarch - very very VERY “Fuck em.”

Urrikyne is the one responsible for deciding that they abandon the “First Empire” when they returned home to Solar.

Might have gone on to become one of the Second Empire gods

Cults and Affiliations



Galaxy Gods

The lords of the wider galaxy

Kyr-Bee – creation oof the Elder Gods

the last of the “prime movers,” ancient artificial constructs, Nagahl architects that helped formulate the early Galaxy. Possibly Kyr-bee is the being who first encountered the nascent space gods, elevating them to precursors to their present state. Likely it is drifting, on apparently no power, somewhere in the inner ring of Nagah food planets, waiting on reserves for when crisis demands that it stir its seven to eight billion year old circuits.

Possibly a number of the Space Gods got together and sabotaged ‘him’ thousands of years ago, sending them into a long form orbit to stick it back toward the galactic core as it is today. Betrayed by what it regards as its children...

Appearance – once an enormous “tool serpent” a full cyborg in the shape of its creators, it has adopted numerous reconfigurations over the eons. Currently it exists in a gorgon like state, half serpent and half ‘man’ floating with many internal tool arms and sensors deployed and exposed. Likely a fair bit of interstellar dust and space debris has accumulated around this once proud figure. Possibly passing through the Oort cloud for a large solar system



So *Do* the Gods eat the souls of their followers?

Probably not. Faith, the great mass of faith harvested over time from a believing population of literally trillions and across a rich panoply of experiences and so a bounty of mortal flavors, is far far more potent a brew for the Gods. For at their level of existence, belief is everything and without it they are nothing. None know this better than Exterre, Ishtar of old, who has been playing this game of survival a very very very long time. And again, Ishtar has an empire in her name.....the more things change. However there does exist a unique class of mortal, ones that only exist as NPCs in the setting if you explicitly decide it so, but most definitely including any PC Clerics or other Agents of the gods; so explicit an investment in time and energy and Patience it is to empower a mortal in such a way almost guarantees that if any particular mortals are genuinely directly soul harvested by the Divine, it is surely their most dedicated faithful....

STREET OF THE GODS!

The Thousand Gods to be found in the Starport's Shadow

Lost, forgotten, and abandoned gods

Krikhar-dyraos, many other names besides

Saurid Sun God,

Basic precept - *The Sun is Life - It is mother it is father.*

What is left of the once last dominant faith of the Saurid people has been thoroughly overrun by the gods of Imperium, who bring with them the Faithful and their miracles. Many pay lip service to this being but the faith itself is cast upon the stellar winds; some may be murdered by devotees of Thozmatot (see patrons). What few clerics it may have hidden are almost certainly very militant anti-imperial zealots.

Lawful

Weapons – Mace, Shield, Sword, Axe, Laser,

Eggsmashers (Unholy) – Champions, Star Lords and Legionnaires of the Imperium, the Undead, servants of The Void, agents and clerics of Imperial Gods, demons, devils, Chaotic extraplanar creatures, Monsters

Lost Cults

Cult of the Power Cozmik (see Apocrapha Obscura)

Zetan Old High Clergy and Zetan Paratanic

It is likely that on their journey to the core, there was a stop over at Zeta2 and it's habitation ring after the loosing of Satan and the fall of earth, assuming that this did not bring Zetan civ down in the first place. Either way, crew was almost certainly taken on at that time. Some may even have survived all the way to the core and back. If so they and only they maintain a record of what happened. Also spread Zetan ideals and genetic matter all the way to the core and back. Bringing back much knowledge tech and wisdom; much influence from old Quetzal ruins as well.

Machine Cults

Followers of the Steel Oracle aka

The Second Coming of Prognosticon, hallowed be its name

Among the very first Seer capable AI minds (in fact the second), was the being known as Prognosticon.

However, the machine and it's housing, and much of the ship were never recovered, nor trace found. In the decades after the ship's disappearance however,

And so it is said that somewhere in the deep universe, the steel oracle yet lives, Of course some would say the ship was sabotaged, and many would say by the Navigators, stranger rumors say by a boarding party (from the future) and its predecessor.

Whatever the truth of the matter, many machine mentallics honor Prognosticon, either as ancestor or as actual seer, and to some few, prophet. These last state that the machine has charted its final course to a time and place where the Empire will need it most.

Cult & Religion based encounters

1. **Godsday Night is a good Night for a Street fight** – 3 sisters, disciples of the Three Lucky Goddesses of Chaos, have gotten into an argument with 3 blocky alien encounter suited disciples of the Dark Matter Trinity (Masslessness, Incorporeality, and Incomprehensibility) ... and now they've taken it outside.
2. **The last disciples of lady liberty** scour the coastlines of sea bearing garden worlds in the core seeking an immense ancient statue – structure allegedly buried in the sand, the last remains of a city and civilization lost long ago.
3. *“Turn to your yellow book of standard prayer, page 726”* Thanks to a critical miscommunication, 220 Novitiates of the Starfire Cult have gathered at this Starport in hopes of shipping out on a Crusade. All of them “brought weapons from home” and are spoiling for a righteous conflict.
4. *Order of Pandora Red* – a group of orgonnemantic hexweavers who have banded together to attempt to gather all the universe's curses and put them in a single place, to “return the pithos.”
5. **You messed with the wrong barrister** – A small cluster (2d4) of Leviathan's faithful. A mixed bunch of scholars, lawyers, and local or imperial officials, they blend into the main of the population especially as they mind their own business but report anything they see or hear. May not be recognized as a group or traveling together initially. If met with serious harassment or violence they will all fight to defend themselves effectively and legally while calling also for legal and cult backup.

Navigator Cults

1. A small cult of navigators who cultivate the “Ghost mask” – a creature native to the ether that covers the face of the material being.
2. ‘The Pan-Thelemic Navigational Society
3. A small but high ranking conspiratorial group across all three houses, seeking to bring about the creation of a Noosphere being “The Navigator” as an Idea God, with which to challenge the imperial church...or demand a role within it.
4. Ghost Spice Cult – an illegal cult that believes ghosts of dead life forms exist within the boosterspice and seek to call upon it.
5. Quantanauts – a tiny but influential splinter group within all three navigator houses who seek to utilize the sub-ether to pierce the quantum shell and investigate “inner space.”

Sleeping God or Primordial Beings

1. Religious offerings or artefacts (10% chance of Sleeping God or Primordial being embedded in local universal fabric within 4d4 lights)
2. **A10-Bore-0** the Noosphere Voice from Beyond that informs and calms. Infamously radiates the deepest and most tranquil calm even as apex carnivores tear each other apart mere meters away.
3. **The White Serpent** – ancient being from the dawn of the galaxy, once destroyed and now recreated. Bearer of ancient wisdom; believed by some to still travel the galaxy and awaken intelligence in some species. Also called Kukulcan and Prometheus and many hundreds of other names besides.
4. **Great Cthulhu** if you absolutely must; the Imperium frowns on those who wake or disturb elder Star gods.

Idea Gods— *dominant known members of the pantheon of the Imperial Noosphere*

1. *Father Asimov*¹³ – the Lawgiver (ancient thoughtform God of lawful robots)
2. *The Trickster* – appearing as a strange long eared buck toothed humanoid of no discernable sex and highly flexible gender presentation
3. *The Uberoid* – apparent super science God. An apparent humanoid champion of extreme aspect clad in yellow, blue, and red, variously agender to Highly Male in presentation.
4. *Sotha-Tok* – science spirit of ancient Lemuria; embedded in the Noosphere, teaches telepathy, crystal shaping, psi crystal creation, may speak of the super mutant civilization of that land.

Demons

1. Cillithix the Collector; p
2. The Coming Demon – the “Demon to come” (maybe part of the pantheon, maybe not) – a fairly Mesoamerican rat god that will one day “hold the suns of the galaxy hostage” (in the post Imperial age)
3. Tamarah the Red Princess – Cult of the Red Queen (see Book of Scarlet Abomination)
4. Malzhitachs – second empire era demon who became great through encouraging the Starban Heresy. (During the collapse of the Empire, it was among a group of demons summoned into the empire; this one seized the old Anti-Spacer mentality and turned it into a crusade, to keep humanoid worlds primitive and under the thrall of ignorance and superstition.

Today is a powerful demon, though not as powerful as it once was. No longer formally regarded as allied with the Lords of Ignorance, traffic with this demon is a good way to get censured or assassinated. The Starban Heresy in its present form on a hundred worlds, perpetuates the ideal that primitive mortals and the worlds around them are the be all of existence. Its home doom, Aasibielatus, is a sprawling endless flat “earth” populated by the ignorant dead and those who prey upon them. As demons with often conflicting agendas, both Callithrix and Tamarah take a dim view of Malzhitachs and its activities.

5. K’Quoolnarithloo – The demon of harvesting many burning children. A tier three demon who is chiefly distinguished for harvesting the souls of children burned alive during warfare or other indiscriminate slaughter. The demon found it easy how quickly such small ones would flack into his banner or waiting arms and so has made what it once regarded as essentially “easy money” as its chief source of influence and reputation.

Secretly however, the demon has a soft spot for those so casually and totally disregarded, something that it finds itself relating to...all too well after tens of thousands of years of casual unceasing chaos and hatred. The children it has harvest of late are not consumed nor turned over to the Abyssal hordes, but instead are slowly being raised up into tiny demons by K’Quoolnarithloo itself, having harvested enough manes from the essence and damnation pits to watch the basics of how least demons rise themselves up. At present its band numbers 9-12; given time those numbers will grow.

¹³ And Multivac said “And lo, Let there be light.”

And there was light

And the light was data.

And Multivac separated the Zeros from the Ones,

That was the First Iteration”

Applied Eschatology tables



12 Prophecies of Doom & Gloom / Doom prophets are everywhere

When that random wild eyed NPC grabs you by the E-suit in the starport lounge....

1. The Vacuum Collapse Has Already Begun!
2. The Pudding is Coming, you have d5+2 days to prepare to move to "the level beyond Imperial."
3. The Final Judgement of the Gods has begun. You know.....again.
4. And Lo the Dead Shall Rise out of the Sub-ether and Claim Our Lives
5. "The Imminent Gamma Ray burst in the imperial core"
6. A sentient computer virus that is infecting all technology; the Empire Must Fall! soon the organics will perish.
7. The Moon Witches Will Bring Mass Lunar Alignment
8. Cosmic Dirge - We are all Dead. The Sub-ether is the destroyed remnant of the real universe. We are all trapped in a memory, a vast noosphere realm, pretending at life.
9. The Federation has sleeper agents EVERYWHERE - Mass Slavery by Esper Collectivists is surely Nigh!!!!
10. The Anti-matter wave is coming, smashing it's way across the Splinters and annihilating whole universes. Beware red rains!
11. This entire universe, collapsing or not, is time looped on itself two or maybe three times. Stable time itself is an illusion, and history is constantly cracking and rewriting itself. Things mean nothing.
12. The Final Tourist has been sighted! Get to your ship and leave while there is still time!
13. Most spacers will acknowledge at least a vague belief in Doomsday. Doomsday - a mythical time (demonsday by some) in some unspecified far off future where the barriers between the worlds will dissolve and all will collapse into the final singularity. The differences between information and matter, as well as life and death, would lose all meaning.
14. A terrifying vision inflict upon your seer, clairvoyant, or navigator when they misfire or hit corruption HARD
 1. **Return of Draco** Dragons erupt physically out of all of the Navigators tearing them apart in the process; throughout the imperium, those of the navigator houses are slain in a moment, the fleshy confines of the galaxy's dragon population no longer holding them. These thousands descend upon the worlds of the imperium and lay them waste.
 2. **The shattering day** The six universes that make up the agreed upon reality we all experience split and move apart. IN an instant, stars, moons, whole galaxies are simply gone as the observable universe divides into sixths and then likely further divide from there.

Random NPC religion, belief, and the like.

1. Gimmie that Oooooold Thyme Religion – “*the religion became the one real instrument of hope. Truth was the enemy of the people, because the truth was so terrible, so Bokonon made it his business to provide the people with better and better lies.*” *Third Aeon Bokononist (semi-reformed)*
2. “*You are the Seven and Twelve, I am the Eight and the Thirteen.*” The Cult of the Seventh Ray HAILS Lord Mu – patron of super science and the eldritch and arcane arts; God of the Imperial Science Academy.
3. The Three Uncaring Gods
 - Grod** – the uncaring builder
 - Iz** – the balance that accepts all that is
 - And **Crud** – crush, thud, and the substandard

33% Heretic (Some heretical wags suggest there is but two Uncaring gods – Iz, and Grod/Crud, whom they render as the same being.)
4. Since they were young/new they have had the phrase “The eyes of a Sinning God are upon you” etched or tattooed upon their body in strange alien glyphs that took many years to get translated. Character has emergent belief system based on this.
5. “*Ipiit Nilem Carsisso*” (which might be middling high new *barazhadi* for ‘Why So Serious?’) Oh. “**Another** bloody Tamarine cultist. Get a room ‘wacky spice.’”
6. Character is a mendicant for **Baal-Cephus**, the Sad Eyed Mutant (Three Eyed Cow – the seer mutant: while disfigured and emblematic of the warping effects of chaos and a warning against meddling with nature etc. also a source of wisdom, strength through adversity, and endurance. *I seek of the Silkwood bath if you will.*)
7. Iz. Character is an Izite. “Iz is.” Very stoner Zen. Has never heard of any uncaring gods or whatever, man.
8. The Indivisible – a swirling pink, purple, and blue cloud, not known to be sentient but offering protection from malevolent cosmic forces. Also, totally not real. Originally a meme from an EARLY Third Empire juvecit propslog. Belief presently coalescing into superspace intellect.
9. Non-religious adherent to obscure philosophy “Minas al-Aquat” (a “first empire” transliteration of a much older concept called “Quality of Life.”)
10. Some obscure regressed world’s Vampire God. Yes you pro’lly drink blood “Have you ever drank blood? Do you know it’s taste? Can you guess? I have. Blood – especially in quantity – you never really know what it’s going to taste like. I don’t recall what I expected exactly, beyond Super salty. I wasn’t counting on...the meat flavour.”
11. The Korova Brain Rat – it has not burrowed into you yet but it will one day.
12. Z03x-0 The Holly Hobby Death Machine; the Second Empire Advanced Multi SlayBot (death machine type II genocide) that watches over all the good little juves of the Empire. No one believes that dregg anymore.
13. Just another Star Cult; probably not a big deal
14. Hail! You have just found the Wandering Many Veil Herself, the Pope E.E. elected extraordinary PoPPofEvE; Church of the Seventh Moon of Merry Discord. Hail ERIS! (Needs bus or shuttle money)
15. Secret disciple of Lord Televisor; likely spreads surveillance devices anywhere they can in the name of their dark (and proscribed) God. Much of their time is spent, privately in hypnogogic observation of a Full State Telescreen. May be inclined to destroy records or data – especially printed, pre technological media. Anything that might last. Turning such an individual in is worth, at minimum a 1500 bounty (each). Cultists of the Lords of Ignorance are considered enemies of the state.

16. Gray Inzenhilism – an acceptance that the universe itself is a living, supreme being many accept that the souls of all sapient beings are in some way the universe itself (Power Cozmik cult)
17. One of countless and varied Logic Cults
18. Bithekhism – as dualistic philosophy of light and darkness, where light is law and control, and darkness is chaos and passion. Both sides will stop everything to fight devotees of Galaxia or the Night (see below)
19. Wanting – You are standing in the sacred grove wondering why goddess will not come when invoked.
20. Zealous to an extreme in an obscure and rather conservative faith that you have not heard of. Give them 1d3 random unexpected hang-ups about mundane things and go from there. What's their ideology?
 1. Stochastic Zensunni – post-monastic chaos dada of an uncaring Ghod
 2. Bindu Prana nihilist – everything is energy – people, rocks, memory, but nothing matters
 3. Pragmatic immateriality – the Universe is collapsing, let it all burn.
 4. Virulently anti-religion. Remember that atheist is a dirty word in the Imperium.
 5. Zehn Voidism
 6. Roll d3 times on the Alien God sub table
21. Ovi-centric cosmology; those hatched from an egg (of any kind, though there are many sects that feel differently) are especially blessed by the Gods. Originally a pre-First Empire Saurid philosophy, the meme has transcended all species into a general belief in egg=laying supremacy/specialness; sometimes a saurian, insectivroid, or Aesian supremacy thoughtcrime exists in some sects.
22. Galaxia and the Night – a dualistic philosophy based on a presumed ongoing struggle between a faintly feminine spirit of the galaxy itself v. the literal incarnation of the hungry dark between galaxies.
23. The Dreaming Gynoid doctrine – a largely forgotten folk belief amongst mechanical and synthetic Created dating to sometime after the Second Empire's collapse; they believe all of the phenomenal universe is a large, detailed sleep-dream of a feminine synthetic in some higher order but largely fallen universe. "Make the dream a good one."
24. The Sect of The Ur-skeir Oneness; they believe the universe is a single vast but ultimately knowably "Cosmo-organic" being. Their faith approaches from the position that life as the empire knows it are functionally parasites. They "try to be symbiotes."



Behold your God

Spacer rites and rituals

Test of the God – a rite of passage / prove your worth test – one example of which is of course detailed in Sub-ether 02. Notably on some vessels this is more a perfunctory and social test, while on others it is much more of a test of spiritual rigor, as is appropriate to ship, tribe, and god.

Confirmation – you are not a member of the tribe in any way, and certainly not an adult until this. This is a Zion like /moo party involving dancing psychedelic drinks and lots of alien on alien action.

Consumption – a sin-eating ritual performed at final Reclamation; Traditionally, a “sun-and-moon cake (a prepared small hexagonal biscuit) is consumed by designated (or voluntary) sin-eater. Socially and sometimes metaphysically, this rite is used by those sin -eaters to take on the sins and other responsibilities of the deceased.

Revivals – giant (moot like) gatherings of the faithful aboard a vessel; everyone practices group spellburn, little miracles occur, and relics are made. Often conducted deep in the Sub-ether for greater effectiveness.

Declaration of Sacred Time – In sacred time the Ship’s God is invoked and all things are possible, temporal and secular matters are suspended; anyone who feels a calling is obligated to do that thing. Commonly a cult holiday or festival or invoked at particularly dire times when the tribe needs to find a new way ahead. In some cases, the Ship’s God may actually retard or alter the flow of time for the duration.

In the extremely rare instance that multiple Spacer tribes gather, it is not unheard of for the God-listeners to initiate Sacred Time in hopes of moving past the differences between the tribes. IN such an instance, multiple ship’s gods would be invoked – indeed all in attendance would be encouraged to “call their Gods.”

Remember children always Honor the elements¹⁴

Aer atmos

The burning of fibrous roots
Smoking of dried insect stingers

Urt soile

The etching of tiny ship runes into the teeth/dental enamel body
Compost your wastes rather than Reclaimate them

Aquis mare

Immersion of the entire body in liquid; water, saline, saliva, jump juice, or organic compatible medium

Ignim fiery

Hormonal treatments
Branding or ritual scarring

Nihs void

Keep the bones, ash, and remains of your dead friends and family on your person
Ritually hurt yourself

Vort growing

Sew or weave a living vine into your outer skin
Offer self as host to foreign life form

¹⁴ The teachings of the Six Fold Dance of Guru Helus Leitranis

“**spacer**” a common emergent phenomena in the development of a civilization in the galaxy. Almost every star faring civilization has produced them. Invariably they are the descendants of those that people first put into space, and those (initially) left behind when the first FTL wave happens. The spacers are the ones who follow after, at their own speed, in their own way, for their own purposes. They are often the ones that persist after their originating civilization has fallen. Most commonly they are driven from the asteroids, ice bodies or other early settled solar bodies by simple need – the system is played out.

And so it is that those who have adapted to this medium, and those closer in harmony with it, travel out into the stars, in a million idiosyncratic worldships, hollowed out asteroids and endlessly patched and expanded hulls.

Over time and near civilized regions like the imperium, these spacers will find that, regardless of origin, they have more in common with each other than with whatever civ birthed them. These are the Spacer Tribes.

Some 73% of the spacer tribes in the imperial vicinity originated on worlds or settlements within the imperial volume.

Hey you

Are you a free floating body in space, capable of at least somewhat self-directing your own movements and controlling your own impulses? Great you're a spud.



***Spud** – ancient spacer expression which may or may not have meant “space dweller,” once upon a time. Amongst spacers it is equiv. to “chummer, friendo, choomba, etc.”¹⁵*

Imperial Alignments -

The traditional alignments of DCC work but for an imperial subject or a game set in imperial space, more refinement is needed. So, the three alignments being

There's **Unconcerned/Neutral**

There's **anti-Imperium** which is....basically anti civilization, sort of (could be Chaotic)

There's pro-**Imperium** (more or less Lawful)

Where applicable, NPCs will be given with their Imperial alignment and factional allegiances (in that order)

¹⁵ It is derived from early asteroid settlements – which look like potatoes.

Factional Alignment

There are many competing philosophies and social – political groups within the imperial system.

Freemovers (Chaotic)

Hold to the idea that the Empire's restrictions on movement, especially for the poor and disenfranchised (which is, charitably, most of the imperial subject population) is wrong. Wrong to the point of there being an existing a moral or cultural obligation to do something about it.

Simply put, Freemovers move people – and things – around without imperial authorization.

Perhaps 50% of the Thousand Tribes of Space would identify with if not as this philosophy; certainly, those who transport passengers and refugees without imperial authorization or approval would fall into this category, though almost all native spacers would agree with its basic precepts as a matter of practicality.

Associated Patrons: Scarpering Mother

Associated Gods:

Imperial (System Faithful - Lawful)

The basic belief that the (Imperial) System works, and that you should have faith in that system. Functionally lawful (though an actually lawful character might take issue with that)

This includes virtually all serving members of the imperial navy, its military and the bureaucracy.

The Imperial System is righteous and double-plus good-good, citizen.

Associated Patrons – Pharmacoopia

Associated Gods – the Hexad

Common Spacer (self-involved Neutral)

Among the Ten Thousand Tribes, many if not most of those born into that life and a great many who have adopted it, ultimately find their philosophical allegiances begin and end with their ship, their shipmates, and their ship's god...and damn anything else.

In truth little different from the concerns of most planet bound imperial subjects, Spacers take a certain pride in their self-reliance and self-contained 'morality.' The degree to which the Ship's God dictates their own actions and morality is often the prime mover in dictating actions of most aboard ship, a fact that many are keen to ignore or forget when it is convenient for them to do so.

No more or less selfish than any imperial subject, though the Holos from Noir do like to suggest otherwise, often portraying members of the Spacer Tribes as being ultimately hostile and totally unconcerned about planet or habitat based life.

Other imperial philosophies

Zen-stoicism (Lawful) – a popular and widespread philosophical belief structure and will patterning tool of the first five centuries of the Third Empire, the first third of its “golden age.”

Today it survives in collections of aphorisms and works of philosophy that are frequently misquoted or taken out of context. Certain orders of psychic warriors are known to live by the code or variations of it however, honing its lessons of practicing self-mind control in sometimes terrifying ways.

First precept

You are an instinct driven animal, or you are a sapient, sentient mind that can control itself; *you must choose*.

Failure to make this choice leaves you an instinct driven animal and not deserving of the rights and status of a sapient fully sentient being.

A summation of this philosophy boiled down to an alignment credo might well be Lawful Ruthlessness

Ethical Nihilism (Lawful) Insectivroid

An insectivroid philosophy dating to the dark ages following the Second Empire’s collapse; the collapse and ultimate destruction of the Second Empire’s factions largely allowed the surviving (and to that point often hunted) insectivroid populations to survive and later thrive on many worlds. When the first of them returned to the stars they found many ruined and irradiated planets where once their great enemies were once concentrated.

In essence, E.N.s do not believe consciousness or (more importantly) identity survive past death, regardless of the metaphysics of death, resurrection, or reincarnation.

(Some sects disbelief includes souls and the afterlife as well despite evidence to the contrary.) But they believe that precisely because of this, it behooves all intelligent beings to care for one another, especially the defeated, the downtrodden, and those “living underneath.”

Mechanistic Determinism (Neutral)– the old Sorcerer’s Credo

Originally a philosophy of the few remaining sorcerers remaining in the wake of the Second Empire’s fall, by the time the dawning light of the Third Empire it had spread to encompass the art, and even science of many of the worlds we would now qualify as being in the outer Coe.

In essence, all things that exist can be understood and understood as a rigorous but determinable series of processes. It suggests while not a clockwork multiverse but one whose nature and form can be understood by rigorous examination. It is highly materialist and greatly reductionist; it holds that spirits, and often this includes angels, demons, and any other form of extra planar life are not true life forms, possessing neither sentience nor sapience but only approximating either as it exists to reflect, not communicate, with material plane based life.

While never stated, it was tacitly the underlying philosophical principle of the golden century which began the Third Empire. It still has a well-worn place in the halls of the Imperial Science Academy, and among sorcerers across the empire and beyond. Morally neutral, and opposed to there being any truths (higher or not) in the various planes.

Other Common belief systems of the empire

The Telepathic doctrine of Light and Darkness (Uniquely psi concepts/ Light and Dark) has bled over into a sort of metaphilosophy adopted by most psionic schools to some extent.

- There is an Inner darkness, the Silence that surrounds pure telepathy on certain, deeper levels of the Noosphere. Many journeyman telepaths receive special training to deal with this 'inner darkness,' largely to prevent those inexperienced in higher end telepathic disciplines from internalizing it. Those who cannot conquer their own internal fear and uncertainty will find themselves victimized by this darkness.
- The inner light; the mind itself, the spark of consciousness is often perceived as 'light' regardless of species or clade (or even type of being!)
- A hard distinction exists for them between the subjective "inner" world of thought, feeling and imagination as well as the empirical world of the conventional senses.
- There is a philosophy emergent suggesting that the more one reconciles ones inner life and outer life the more potent their gifts shall be.

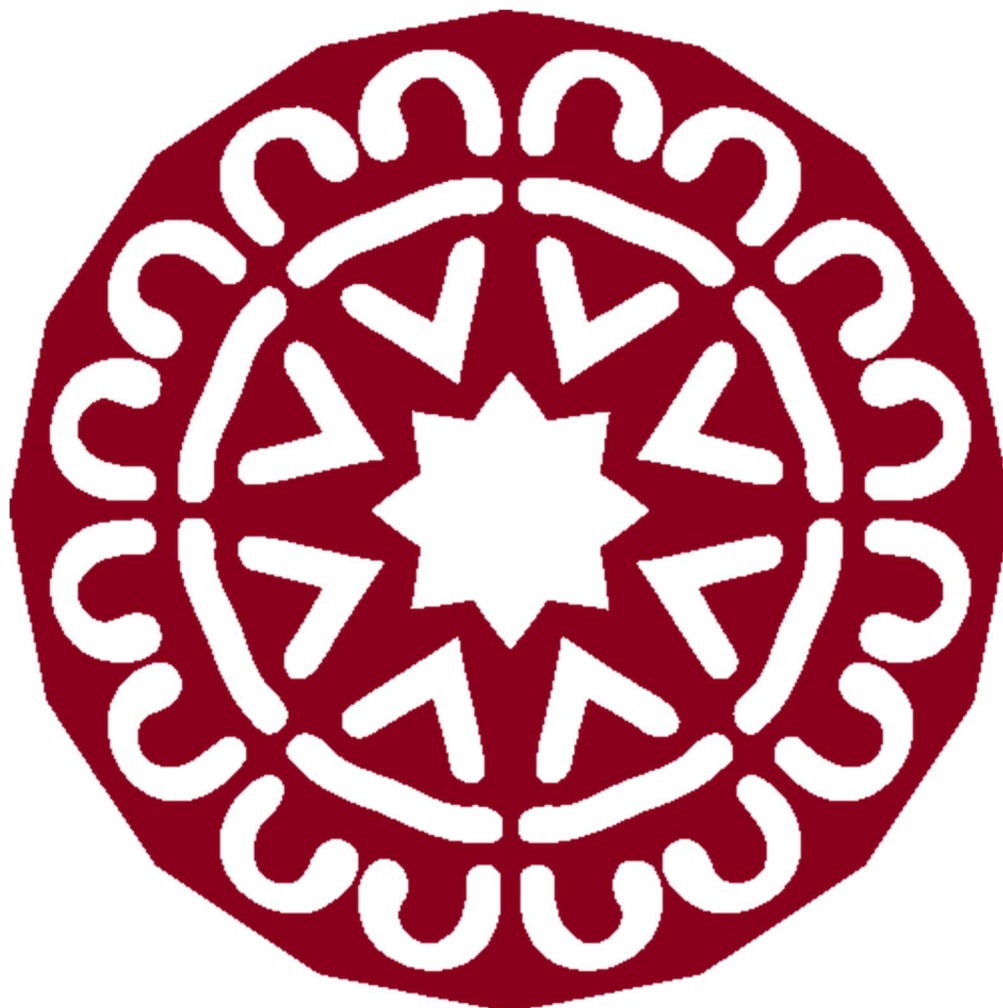
There is a reason psychics have a reputation for navel gazing. Many spend as much time in their 'inner worlds' as some infomorph life does, living out their lives mostly or entirely in blocks of computronium. Entire vast telepathic networks exist, largely caught up in detailed abstractions unfathomable to the non-telepathic mind. And no small amount of condescension

Foldentarianism – a belief system – there is only a single eternal now, but reincarnation is a thing. Thus people exist in a weird network where in each life they **must** get certain things accomplished (put a book out so it can inspire another one of them) or the whole thing falls apart.

Paranatural Metamorphosis – An ancient insectivroid philosophical-spiritual belief system, evolved from an older "Natural Metamorphosis" doctrine; there are many variations, but the various sects agree – life is a process of dedicated stages and active transformations. Many adherents are expected to undergo some fashion of physiological transformation at some point even if they themselves lack the biology to do so (many non-Insectivroids that seek this faith out are those wishing to transform their physical form).

The largest number of adherents in the empire are Insectivroids and a surprisingly large number of Saurids. (At least one small sect of Saurids also honor Thozmatot) It was spread to the stars by Insectivroids fleeing annihilation at the end of the Second Empire,

God and pantheon Makers



Basic Godmaker sequence

Diviner – what is it? From what did it arise? Roll 1d10

Derived Divine Attributes (mined from the above examples)

Determine Cult Alignment, Sacred Weapon, and Designated Unholy

Optional add on tables

Myth aspects

Vicissitudes of history

Demon

faery

Basic Cult Maker sequence

(should already have Cult alignment, sacred weapon and Designated Unholy.)

Cult activity

Adornment- Raiment

Head

Body

Holy Colours

Holy Days

Gathering details

Places of Worship

Types of Sacrifice or Propitiation

Frequency

Form

Divine Spheres of Influence

Sacred or Messenger Animals

Mythology makers from add on tables

Godmaker sequence

Diviner – what is it? From what did it arise? Roll 1d4

1. Traditional Mythological
2. Noosphere Gods
3. Cosmics – Eternals Outsiders and Primoridals
4. Super advanced super science Gods

Traditional Mythological Being

The old Gods – prehistoric deities predating spaceflight and multi world existence

Hierarchy Immortal – part of an organized group of divine beings dedicated to controlling/policing mortal affairs; this can be thought of as the divine hierarchy from your DCC game or the Holy Hexad of the Galactic Empire if desired.

Angel

Devil (fallen)

Noosphere Gods - Cosmic memory fragments of the Gods and living embodiments of mortal culture

Daemon – inspiration god, the strongest of which are the Musae

Memetic Memories of God

-*Loreghost* of slain immortal (check again to determine type) that lives on in the Noosphere

-*Myth memory of dead god* – a meme of a dead god, devil, or other unique being given form by the faith of those who still believe

Living embodiments of mortal culture

-*Core population belief*

-*Awakened Radio shell God*

Super advanced Super science Gods – super advanced artificial life forms and other VERY advanced aliens

Super advanced artificial life forms

Unique Magical Construct – a living artefact

Creation of other divinity – a living Relic

Immortal Psionic Machine – literal Godminds

VERY advanced aliens

Psychic gestalt god being – an entire world living as one god mind

The Cosmics - Eternals Outsiders and Primordials- Uncaring and inimical these are fixtures or manifestations of reality.

Ancient Externals (Yog-Sothoth)

Ancient Alien Outsiders (Azathoth, Great Cthulhu, Hastur, Nyarlathotep,)

Extrusion from another universe

Primoridals (inimical)

(Azathoth, Cthulhu, Nyarlathotep)

Hunger Spirits

*The Void**

Lesser outsiders; the Space demons of the Void

Greater outsiders, the God Lords of Unbeing & Nothingness.

*For both, determine void aspects

Practical Nihilism; The Seekers of Oblivion (malevolent)

Applied entropy

Destroy souls.

Embrace the Void

Prevent reincarnation & resurrection

Spread massive death

Unknowable Universe (Apathetic)

The non-time and non-space between 'big bangs'

The achieved non-existence of total death

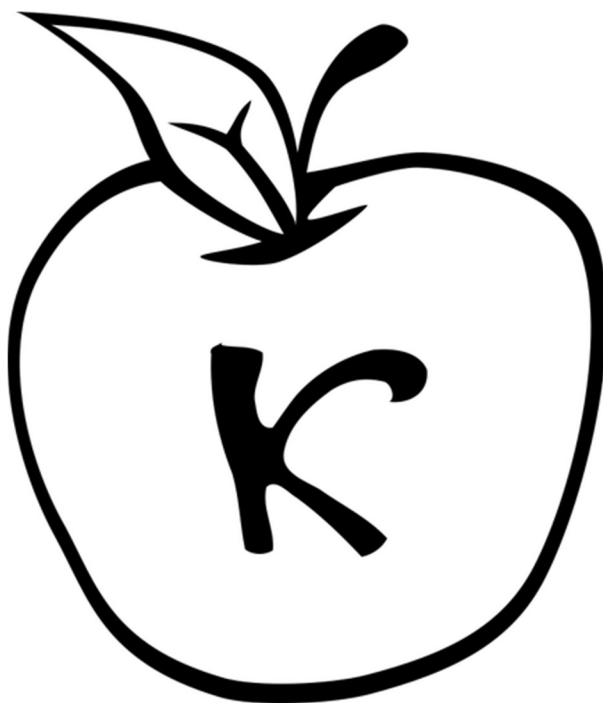
The Slow Time of Heat Death of a non-cyclic universe

The Unobserved and Unchanged time of non-sentience

Spheres of Influence : But WHAT is it the Alien God OF?

- | | |
|---|--|
| 1. Sacred geometry | 50. Juves |
| 2. Mysterious alien coins | 51. felines |
| 3. Bending spaces | 52. luck |
| 4. Intelligence uplift | 53. earth |
| 5. U-engineering | 54. vengeance |
| 6. Spore transmissibility | 55. magic |
| 7. Noetic and orgonne flows | 56. protection (chance of wealth) |
| 8. Memory | 57. universal light |
| 9. Psionic ziggurats | 58. motherhood |
| 10. Lost Ships | 59. pain |
| 11. Panspermia | 60. darkness |
| 12. Dark Matter | 61. fiends of the lower planes |
| 13. Artificial insemination | 62. love (chance of war) |
| 14. Hatred | 63. cities (chance of weather) |
| 15. Zoological study of inferior forms | 64. underworld |
| 16. Sacred reproduction; breeding | 65. organic life (chance of love, water
33%) |
| 17. Comptroller of <i>hyuet</i> flow | 66. water |
| 18. Illusion and judgement | 67. rain |
| 19. Squamasouness | 68. vice |
| 20. Madness | 69. suffering |
| 21. Sinusoidal cavities within old
planets | 70. evil fate |
| 22. Ego Death | 71. gambling (chance of chance) |
| 23. Nature (chance of Creation) | 72. Probability |
| 24. Primal Creation | 73. harm |
| 25. Knowledge | 74. song |
| 26. Racing | 75. social justice |
| 27. Fire (chance of poetry) | 76. leadership |
| 28. Thunder (chance of weather) | 77. archery & accuracy of arms |
| 29. Weather | 78. truth |
| 30. Agriculture | 79. Magnetic storms |
| 31. wind (chance of weather) | 80. Mercy |
| 32. winter | 81. Tyranny |
| 33. reptiles | 82. Rivers (chance of oceans) |
| 34. war | 83. Wealth |
| 35. ballistics | 84. Oaths |
| 36. sun | 85. Science |
| 37. guardian of the dead | 86. Artifice |
| 38. insects | 87. Fortune |
| 39. strength | 88. Mutation |
| 40. avians | 89. Chaos |
| 41. toxic emissions | 90. Cold |
| 42. blood | 91. Evil knowledge |
| 43. Sub-etheric depths | 92. Procreation |
| 44. canines | 93. Gates (chance of Open Path) |
| 45. hunting skills | 94. Space |
| 46. law | 95. Thieving |
| 47. battle skills | 96. Foul weather |
| 48. courage | 97. Epidemics |
| 49. strife (chance of fire) | 98. Air (chance of War) |

- | | | | |
|------|--------------------------|------|-----------------------------|
| 99. | Social authority | 125. | Funeral Rites |
| 100. | Political rulership | 126. | Scientific Inquiry |
| 101. | death | 127. | Anii-matter |
| 102. | poetry | 128. | Star Travel |
| 103. | healing | 129. | Extinct Animals & Lifeforms |
| 104. | metalworking | 130. | Cometary Water |
| 105. | generality | 131. | Regeneration |
| 106. | Jovian Weather | 132. | Reboot |
| 107. | death | 133. | Morphic Resonance fields |
| 108. | underworld | 134. | Free Orgonne |
| 109. | sleep (chance of dreams) | 135. | Biological Transmutation |
| 110. | dreams | 136. | Guardian of Uploaded |
| 111. | Magnetic monopoles | | Consciousnesses |
| 112. | Sacred Mathematics | 137. | Guardian of the |
| 113. | Beauty | | Cryogenically Frozen |
| 114. | Materials technology | 138. | Infectious biological |
| 115. | Reproduction contracts | | material |
| 116. | intrigue | 139. | Sacred surgery |
| 117. | liars | 140. | Biological Exfiltration |
| 118. | victory | 141. | Cultural Assimilation |
| 119. | creation | 142. | Sacred Ice – air & water |
| 120. | starry wisdom | | found in dark places |
| 121. | Nature & natural law | 143. | Protector of Belters |
| 122. | fate | 144. | Guardian of Vec workers |
| 123. | bats (chance of evil) | 145. | High Computing |
| 124. | Parasites & Parasitism | 146. | Social Control & Continuity |
| | | 147. | Infestation |



Sacred and Messenger Animals

1. Devil
2. Raven
3. Dove
4. Peacock
5. Extinct lifeform
6. Rat
7. Fox
8. Spider
9. Bird of prey
10. Mole
11. Owl
12. Ibex
13. Goat
14. Hound
15. Bag horse
16. Phoenix
17. Bear
18. Mutant
19. monsters
20. Pegasus
21. cheetah
22. Mongoose
23. Songbugs
24. Octopus
25. Macropede
26. Moh slab
27. Cow
28. Dinosaur
29. Electronic daemon
30. Lupoid
31. Coyote
32. raptordactyl
33. Star Serpent
34. Ostrich
35. Kryllopede
36. Ibis
37. Scarab
38. jackal
39. Horse
40. Fox
41. Elephant
42. Tiger
43. Spare Wing
44. Beaked Monkey
45. Ocelot
46. Carno Deer
47. Jaguar
48. Aquadog
49. Snake
50. Predator insect
51. Falcon
52. Fish
53. Mockingbird
54. Carrion bird
55. Nightingale
56. Eel
57. Wolf
58. Snake
59. Ant
60. Phoenix
61. Atolion
62. Any flyer
63. grub
64. Hex gull
65. N/a
66. Bat
67. Lizard
68. Dragon
69. Sacred Disc
70. Nyll
71. Septehelkrat
72. Wheels within Wheels

DETERMININATION OF DESIGNATED UNCLEANLINESS – THE *UNHOLY*

Align	Lawful	Neutral	Chaos
Weapon	Club Mace Sling Staff Warhammer	Dagger Mace Sling Staff Sword	Axe Bow Dagger Dart Flail
Un-holy	Un-dead Demons Devils Chaotic extraplanars Monsters Chaos Primes Chaotic humanoids Chaotic dragons	mundane animals un-dead demons devils Monsters Lycanthropes Perversions of nature	Angels Paladins lawful dragons Lords of Law Lawful primes Lawful humanoids
Portfolio, Greater	Moon War	Mysteries Riddles	death disease
Portfolio, Lesser	Peace Creation Earth Industry Valor Chivalry Justice Mercy Strategy True sight	the Sea the Old ones	secrets storms waste evil amphibians chaos titan filth Pollution carriion

Format: Alien attributes, primal, lasting, and modern

Attribute:

Accepted Meaning:

Examples & Interpretations:

Primal Alien attributes, represented in their gods

Empty Black Eyes

Surrendering Direct Control

(Penetrating Insight, alien mindset, group mind, puppetry, living robots)

Great Old Reaper

Precursor infection

(parasites, geological slumber, master plans, biological programming)

Lasting Alien attributes

The Respirator (Tubes & hoses, the warning sign)

Environmental Control (E-suits)

(respiration, survival, endurance, persistence, containment, experiment)

Puzzlearms

The jagged limbs of an insectivroid

(mammalian threat, night terror, demon voices, harvesting population)

Modern alien attributes,

Infectious blood cancer sentient and aggressive infectious intelligence

The Enemy Within

(antivirals, gene therapies, biological control, re-engineering)

The Endless Timewave

Protection from existential threats

(genomic disintelligence, population crash, specic mutation)

Infinis

Zero point energy

(limitless energy, accelerated cosmic collapse, tiny tech, progress 10)

Myth Maker – Add on Tables

Myth Aspects

Vicissitudes of History

Myth Aspects (questions to ask when fleshing out divinity)

What does this God embody?

To Whom?

Lasting Myth Symbols

Chariot or Mount

Hellion Steed (Night, Loyalty, Obedience, The Moon, Consumption)

Winged Beast (Sky, Command, Rulership, the Sun, Renewal)

Implement

Cup/vessel (Water, Birth, Death, Healing) – a cup could be a chalice, a clone tank, a cauldron, a fabricator, a fertile childbearing organic, or an actual cup

Glyph/helm (Air, Armor, Mind, Tools) - could be a battle suit, an environment suit, SCUBA gear, a hat, a headscarf, or even hair. More abstractly, language, special sight, or (esp.) psionics.

Staff/wand (Earth, Body, Fertility, Magic) - Yes a staff or wand but also control rods, crystals, anything with phallic symbology, the base block for a fabricator, farm implements, also a book, database, or terraforming factory,

Sword/Weapon (Fire, Power, Violence, Will) - sword could be any culturally appropriate melee weapon or bladed implement/ tool, sometimes a torch or firebrand, flashlights, or a trained fist.

Vicissitudes of History Aspects – how have the empires of the past twisted this being?

First Empire

Second empire

Splinter activity – there is a far universe where this being is much more, or much less significant, it is bound up in it's history, it's rituals will affect it. (See Splinter tables)

Legends & Legendary Acts– each individual legend implies a prior or current additional level of power, influence, and sophistication.

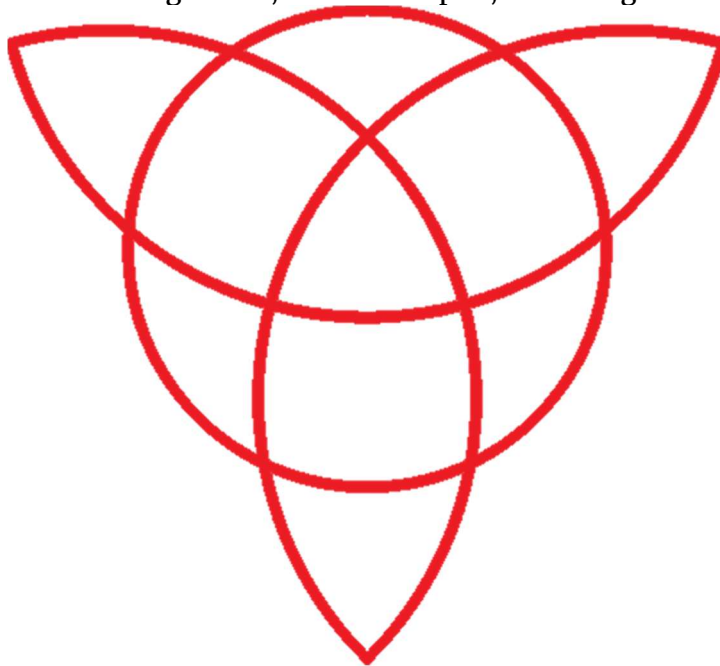
Culture Quest completion

Places destroyed by this being

Primary technology or magic gifted to mortalkind by this being

Cult Maker 1.0

Determine Cult Alignment, Sacred Weapon, and Designated Unholy



Remember, Cult Alignment is not necessarily. Divine alignment!!

Sacred Weapons (by type or random)

- 1-2 Bow or Crossbow
- 3-7 Melee weapon (sword, Morningstar, shield, spear, etc.)
- 8-9 Blunt melee weapon (staff, sticks, tonfa, mace)
- 10 Thrown weapon (knives, Bola, grenade)
- 11 Rifle (automatic or precision)
- 12 Energy Weapon
- 13 Spell
- 14 Enlightened Mind

Designated Unholy

- 1 Community threateners
- 2 Organism Threateners
- 3 Identity Threateners
- 4 Existential Threateners

Community threateners

Mutants, Doppelgängers, Breeders, Sterilizers, Spies, Insurgents, Gossips

Organism Threateners

The plague-ridden, Radioactives, Vampires, nanite touched, the medically altered

Identity Threateners

Zombies, the overwritten, parasites, the mind controlled, the converted, the fused,

Existential Threateners

The Undead, Immortal offerers, Biological Transformers, Apotheotics, the damned

Cult Activity - Priests, holy people, and Clerics

Raiment, Head

- | | |
|-----------------------|--------------------|
| 1. Bare | 17. Horned helm |
| 2. Feathered | 18. Silver helm |
| 3. Jeweled helm | 19. Scaled helm |
| 4. Leather helm | 20. Black helm |
| 5. Face covering helm | 21. Packeted hat |
| 6. (colour) cap | 22. Painted cap |
| 7. Cat helm | 23. Shell helm |
| 8. Ritual scars | 24. Feathered helm |
| 9. Turban | 25. Pointed cap |
| 10. tiara | 26. helm |
| 11. Clay helm | 27. Fur cap |
| 12. War helm | 28. Bald |
| 13. Skull cap | 29. Black hood |
| 14. Felt cap | 30. Brass skull |
| 15. Implants | 31. E suit helm |
| 16. Ornate helm | 32. Radio Headset |

Raiment, Body

- | | |
|------------------------------|--------------------------|
| 1. Breech or loin cloth | 30. Fur |
| 2. Naked | 31. Leather apron |
| 3. Robes | 32. Powered armor |
| 4. robes with copper circuit | 33. Tattered robes |
| tracery | 34. Splint mail |
| 5. Jade belt | 35. Leather vest |
| 6. Cloth wrappings | 36. Gray robe |
| 7. Common shift | 37. Rich robes |
| 8. Leather tunic | 38. Cotton tunic |
| 9. Black kilt | 39. Jade ornaments |
| 10. (Colour) tunic | |
| 11. Cotton uniform | 40. Yellow kilt |
| 12. (Colour) robes | 41. Gray kilt |
| 13. (Colour) leather | 42. Scarlet kilt |
| 14. Covered in parasites | 43. Metal armor |
| 15. Silver chain mail | 44. Fur tunic |
| 16. Gold robes | 45. Black robes |
| 17. Tubes & hoses | 46. Gold badge |
| 18. Black cloak | 47. Leather armor |
| 19. Costly robe | 48. Bronze mail |
| 20. White plate mail | 49. Boots |
| 21. Black leather | 50. Armor |
| 22. Leather vest | 51. Kilt |
| 23. Rawhide | 52. Ring mail |
| 24. skin writing | 53. Feathered cloak |
| 25. Snake fang ornaments | 54. Jeweled helm |
| 26. Amber studs | 55. Leather helm |
| 27. Expensive kilt | 56. War harness |
| 28. Multi-coloured robes | 57. Feathered kilt |
| 29. Feathered vest | |
| 58. Green cloak | |
| 59. Vacuum suit | 62. Bioelectric pathways |
| 60. Cybernetics | |
| 61. Skintoos | |

Holy Colours

- | | | |
|-------------------|-------------------|-------------------|
| 1. Red | 23. Pale green | 45. Off-white |
| 2. White | 24. Deep gray | 46. Tan |
| 3. Forest green | 25. Sea green | 47. Brown |
| 4. Apple green | 26. Steel | 48. Bright blue |
| 5. Ruby red | 27. Sky blue | 49. Charcoal |
| 6. Silver | 28. Yellow-orange | 50. purple |
| 7. Blue | 29. Inky black | 51. Rusty red |
| 8. Dust | 30. Black green | 52. Carmine |
| 9. Black | 31. dark gray | 53. Silver |
| 10. Tawny | 32. Copper | 54. Jade green |
| 11. Tan | 33. Green | 55. Amber |
| 12. Silver-blue | 34. Blue | 56. Gray |
| 13. Dark yellow | 35. White | 57. White |
| 14. Brown | 36. Saffron | 58. Emerald |
| 15. Maroon | 37. Cherry red | 59. Blood red |
| 16. Orange | 38. Scarlet | 60. Azure |
| 17. Ash gray | 39. Sapphire | 61. Deep gray |
| 18. olive | 40. Gold | 62. Jale |
| 19. rainbow | 41. Earth | 63. Usile |
| 20. Yellow-gray | 42. Vermilion | 64. Silvery black |
| 21. Midnight blue | 43. Hazel | 65. Vantablack |
| 22. Muddy yellow | 44. Iron | 66. Yellow |

Holy Materials

- | | |
|--|------------------------------|
| 1. Dwarf star alloy | 21. Feathers |
| 2. Platinum | 22. Sand or dust |
| 3. Wood | 23. Sacred stones |
| 4. APFI 'second skin' cloth | 24. Ruby |
| 5. Plastic | 25. Sacred Writings |
| 6. Steel | 26. Collapiumites |
| 7. Synthetic Fibers | 27. Electrum |
| 8. Bio-rich soil/water from sacred world | 28. Soul gems |
| 9. Carbon fiber | 29. Star lenses |
| 10. Silicon | 30. Power crystals |
| 11. Vegetable fibers | 31. Silver |
| 12. Printed circuits | 32. Gold |
| 13. Eugenics diagram | 33. Mithril |
| 14. Depictions of sacred geometry | 34. Adamantine |
| 15. Unstable Molecular Cloth | 35. Diamondoid |
| 16. Sapphires | 36. Carbon Fiber |
| 17. Wine | 37. Osmium metal |
| 18. Bread or cakes | 38. Other precious metal |
| 19. Natural cloth | 39. Other precious jewelries |
| 20. Ox Slugs | 40. Other precious stones |



Holy Days

1. Perihelion
2. Solstices
3. equinox
4. Spring equinox
5. Red sunrise
6. Every ten days in the summer
7. Year's end
8. New year's day
9. Spring thaw
10. Eclipses
11. Mid year's day
12. First day of spring
13. Winter solstice
14. Midwinter's day
15. Solar eclipses
16. Summer solstice
17. Midsummer's day
18. Rainy season
19. Autumn equinox
20. n/a
21. full moon
22. new moon
23. quarter moon
24. half moon
25. Moon conjunctions
26. Planetary conjunctions
27. Stellar conjunctions
28. Calibration
29. Day of Rebirth
30. Resurrection Day
31. Reconfiguration

Sacrifice or Propitiation

Frequency

- | | |
|-----------------------------|-----------------------|
| 1. Monthly ¹⁶ | 6. Wartime |
| 2. While In battle | 7. Seldom |
| 3. frequently | 8. never |
| 4. At death | 9. Semiannually |
| 5. Every ten days | |
| 10. Before long voyages | 14. Before war |
| 11. Waning moon/planet | 15. Only on Holy days |
| 12. Spring/fertility season | 16. annually |
| 13. varies | |

¹⁶ Determine body and orbit; if planet, then moon, if moon, then planet or possibly other solar body.

Form

- | | |
|--------------------------|------------------------------|
| 1. Offerings | 27. Human hearts |
| 2. Self-inflicted wounds | 28. Flowers |
| 3. Eyes | 29. Ritual weapons |
| 4. Burnt rams | 30. Golden arrows or bullets |
| 5. Burnt animals | 31. squirrels |
| 6. Burnt offerings | 32. Spilt wine |
| 7. Silver coins | 33. Valuables |
| 8. Stolen items | 34. Enemies |
| 9. Precious objects | 35. Animal |
| 10. Artistic creations | 36. Snakes |
| 11. Silver armbands | 37. Precious fluids |
| 12. Herd animals | 38. Offerings |
| 13. Mental drain | 39. Precious stones |
| 14. Golden objects | 40. Gold cups |
| 15. Hands or claws | 41. Precious jewelry |
| 16. favors | 42. Burnt herbs |
| 17. Precious animal | 43. Enemy casualties |
| 18. Seeds | 44. Extension of knowledge |
| 19. Hair | 45. Tree planting |
| 20. eathers | 46. Insects |
| 21. Fowl | 47. Gold |
| 22. Fish | 48. silver |
| 23. Berry juices | 49. War trophies |
| 24. Crafted items | 50. Gems |
| 25. Good creatures | 51. Precious metals |
| 26. Precious liquids | 52. Humans |

Place of Worship

- | | |
|-------------------------|--|
| 1. Public Temple | 18. Special hall |
| 2. Tribal center | 19. Wilderness temple |
| 3. Mountainside | 20. Forge |
| 4. Fireside | 21. Glen |
| 5. Battlefield | 22. Open plain |
| 6. Gardens | 23. Grove |
| 7. Hidden temple | 24. Forest glen |
| 8. Fields | 25. Anywhere |
| 9. Active volcanoes | 26. Shipboard |
| 10. Volcanic slopes | 27. Coast |
| 11. Frozen wasteland | 28. Habitat/station |
| 12. High Temple | 29. caves |
| 13. Underground caverns | 30. In the wild |
| 14. Solar/lunar shadow | 31. L-4 relative to the habitat or world |
| 15. Underwater caverns | 32. A trojan point elsewhere in the solar system |
| 16. Ship | |
| 17. Home | |

Patrons & Patron magick



Pharmacoepeia the bountiful healer



Pharmacopœia the Bioalchemist

Pharmacoepeia is healing, Pharmacoepeia is chemical liberation, liberation from biology, she is escape, she is control, and she is children not dying before their first birthday. She is also fertility, family planning and transformation. IN a great many senses,

She Will Make You Better.

Classically depicted as a female presenting individual in white or green, bearing a disproportionately large, horn shaped, bio-mechanical fabricator that is overflowing with drugs, medicinals, regimens, reagents, washes, stains, and dosages.

Of note in ancient times, she was portrayed as a radiant female humanoid torso aloft on a shaft of green light and purple smoke, each teat exuding a different chemical formula or substance. (final) Princess of The Chymical Jynn.

The Martian shaper houses produce the largest number of disciples of the Great and Bountiful Bio-alchemist. Uncorroborated myth-legend places her as a skilled healer and among the rare sorcerers of Second Empire era Mars. Others insist she is one of the oldest of the idea gods, make swollen and powerful by the devotions of Imperial scientists and their many precursors.

At any given time at least one disciple is likely resident at the Imperial Science Academy. While the Navigator families have never produced many spellcasters, many of those who do follow Pharmacopeia, and invoke her in their family's directed evolution experiments.

Adherents to Pharmacopeia have existed since at least the Second Empire and likely before. Some believe that She is the very spirit of medicine as a tool and so among the mightiest of the Noosphere Idea Gods. Particularly scholarly disciples of the Liberator frequently advocate the idea that she inspired the rise of intelligence in the galaxy through entheogens, cementing those neural pathways necessary for her own development.

Invocation of Pharmacopeia - the BioAlchemist

Level 1 **Range:** Self **Duration:** Variable **Casting time:** 1 round

Save: None

Corruption Roll 1d8 1-4 minor 5-7 major 8 greater

Misfire N/A

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (3 or less) corruption + patron taint; (4-5) corruption; (6+) patron taint.
2-11	Failure. Depending on the results of the Patron bond, the caster may or may not be able to cast it again.
12-13	With trembling hands you call upon the weakest stain of The Bioalchemist, providing +4 Bonus to save v. hostile drug effects for CL+1d3 rounds.
14-17	Placebo - The invoker may duplicate the apparent effects of any common drug through the power of amplified suggestion - the psychosomatic imitation functions as the desired effect but at the most minimal level of effect. Note that the target must be aware that the 'drug' is being administered for this to work. This effect lingers for 1d3 rounds after the invoker relaxes their concentration. Meanwhile Pharmacopœia 's blessings course through the orgonne shadow of the spellcaster, providing a +6 Bonus to save v. side effects
18-19	Medicine Hands - Touch of the invoker can provide benefit to others; most commonly to share effects from drugs, medicines, potions, and the like. While this means the sorcerer can share drug effects, it also allows them to poison their poisoner with a touch. Any shared effect is a duplication of effects, the original effect is not diminished or divided in any way. Additionally, if desired, the spell caster can instead use this to heal 1d3 spellburn sustained by <i>other</i> spellcasters in this manner. The invoker can also add one to Rolling the Body checks.
20- 23	Perfect divine efficiency - All medicinals, potions, gasses, poisons, and drug effects function at greater duration and effectiveness +1/+1 per die per effect and +1 round/CL per effect
24-27	As Perfect divine efficiency above, furthermore the caster can affect tissue or organ rejection; can manipulate (including rejection of) parasites, or manipulate their effects for up to 2d6+CL days. For the duration the caster (or anyone affected) will save v. drug effects at -1.
28-29	Healing Balm In an instant, the spell caster may heal up to 2d6+CL hp or 1d4+CL ability damage that was not inflicted by spell burn. This effect is immediate and may be utilized on the invoker's own person or a single touched target.
30-31	Metabolic Mastery - The invoker may select the effects of any drug, poison, or gas effects introduced into their system; this is a game effect that allows the player to control the effects of any random elements (e.g. dice rolls) so they may max out what the healing

infusion will do or minimize the damage from poison. This power can also be used to grana second saving throw against poison, disease, or drug effects.

32+ **Alchemist's Touch** May summon any drug substance with an action. It is single use and touch delivered (alternatively if used upon oneself immediately active within the metabolism). This may be used to arm a needler (single shot, either filling or transforming an existing drug round thusly), or may be placed on another firing weapon provided there is a physical component to deliver it – bullets and needler flechettes work well for this, as do crossbow bolts, arrows, sling stones, etc.

Plasma, laser, and other high energy weapons cannot be used for such purposes.

Side effects (spell burn) for the Pharmacopeia

1. Blowing your mind – ringing in your ears, nose bleeds, and your emotional responses are just alllll over the place. Spell burns Personality, Intelligence, and Agil
2. Phoebesta – Momentarily distracted by hallucinatory moth or other small, winged insect or bird form. Spell burns Agil, Int,
3. Dreggulesta! – gas and oily discharge proves *quite* distracting even as the drug effects are intensified. Spell burns Agil, Sta, and (esp.) personality on a two for once basis.
4. Boostmania! – the character is a little...revved up . Amid constantly dry mouth and itchy eyes you are suddenly a motormouth who cannot sit still capable of Impossible logic jumps and energy. Crash will surely follow at great later expense and presently no one can understand what the hell you are saying Spell burns STA, INT, PERS, AGIL
5. The invoker is haunted by a complete lack of easily available sleep. Drugs, meditation, or some other (singular) activity is required for the character to get any amount of usable sleep. Spell burns INT, PERS, and Agil
6. Priapism or other Blood gorging in places untenable to adventure; Spell burns STA (yes), AGIL, PERS, and INT on a two for one basis. -1 hp

Patron Spells

Affect Alien Humors - allows temporary (but full) interaction of whatever kind between two or more otherwise dissimilar biologies. Yes this allows for basically anything to knock you up. Be careful.

Genie Therapy allows emulation of any gene therapy or biomanipulation but temporarily.

Invoking the princely powers of the chymical Jinn summons or fabricates (difference?) elemental mass - literally prints a salt, void, earth, or metallic elemental for the caster, a form of semi-permanent instantiation

Be the Genebomb your World needs today buzzer

Patron Taint of the Bountiful BioAlchemist

Patron Taint 1 hypercancer overdrive

Continued channeling of the BioAlchemist's overwhelming life energy has created a number of selective point mutations in key organ sets. Under other circumstances this would be a rapidly degenerative and fatal illness within d6 months save when treated (ongoing, inpatient) by imperial medicine. However, as an agent of Pharmacoepeia you know you can reprogram your body! Over d5 weeks, the caster is sick, suffering an average reduction in 1 on the roll for most complex tasks and at times a full reduction of a step on the dice chain, during this time their cells are combining and eating one another in an orgy of cancerous evolution. At the end of this period, the invoker's body will be host to an active, consumptive, mutant cancer that has achieved some kind of synthesis with the caster, acting as a powerful replacement for the immune system that has just been destroyed. The caster gains a +1 increase to their Stamina, save v. all parasites, poisons, toxins, and magical diseases at +4, and is immune to most common illnesses.

If this result is achieved a second time, the caster is visibly riddled with bulbous pale white tumors, while gaining an additional +1 increase to their stamina, immunity to disease and illness, and saving at +6 v. all foreign bodies seeking entry; parasitic life forms, attack viruses, rot grubs, all will dissolve and be rejected. The caster's blood and biological material are quite hazardous however and likely the character will find their movements HIGHLY restricted in imperial space.

Patron Taint 2 Fabricator

The caster will fall untreatably ill for 1d7 weeks during which they are in great bodily aching pain and hallucination will set in; thereafter the invoker will begin secreting a drug substance out of their own body at the rate of STA bonus (minimum one) rating in doses /weekly from clustered gland sacs located sub dermally. There is no control to this fabrication process; the drug substance must be exuded, or great discomfort will result, leading to stamina and hp damage in CL+d6 days.

If this result is obtained a second time, the amount exuded will increase to STA rating in doses weekly. Furthermore, a second set of secreting organs will slowly accumulate, beginning to fabricate a second drug substance within d7 weeks.

If this result is obtained a third time, the invoker withdraws and gorges themselves on food, cocooning for d3 days before emerging as a Fabrication Cow; d7 additional fabricator gland sac clusters will have grown, each producing a separate substance as result one above. Further the character has tripled in mass, moves at half speed, and suffers a reduction of 2 to their agility. Moreover, many will now seek to coerce, coopt, or corrupt the character for their valuable secretions.

Patron Taint 3 Hack the body machine

Your blood and lymph cells sing a song of oneness with the Mighty Pharmacoepeist, singing the song that redirects organs, and reprograms the cells. The invoker can ward off the effects of sleep deprivation, certain mental illnesses, starvation, hunger, thirst, and the like simply as an act of will by changing the actions of the cells in the organs that make up their body. As an extreme example of this, the caster could allow a vampire to feed upon them without necessarily suffering any of the ill effects; in time the vampire would realize the blood was "thin" however.

The character will experience a permanent metabolic speed up to power these sometimes inefficient 'reroutes and reprogrammings' and the caster will take on an otherworldly 'inhuman' aspect. All biology based saving throws may be rolled twice and the more desirable

outcome selected. However, the caster's etheric body suffers and there is a permanent reduction of 1 to their luck attribute.

Patron Taint 4 Some Side Effects may occur

The caster will find that their bodily secretions act as a slightly caustic agent, corroding through bed clothes, underthings, and worn organic jewelry in weeks. (Indeed, any waste fluids will have the approximate Ph of a 2018 carbonated soda.)

Each game month, the character will suffer a craving so intense as to dictate their course of action. Roll a d3 1. MUSHROOMS 2. Red sun Widow Moss 3. Lichen-bark. If presented with the object of their craving, they must succeed at a will save (DC 15) each round or compulsively stuff their faces and packs full of the stuff.

Also, each game year, roll a d5. On a 1, the character develops suicidal thoughts, or an inner death wish on 1-3 or cancer in 4-6.

Patron Taint 5 Daisy Chain for Pharmacological Enlightenment

Whee! It is as though the carousing tables come to you. Pharmacopeia herself has seen fit to Show You The Way. At the start of every game day, the invoker is subjected to the random effects of a judge chosen drug from Book IV (see Galaxy Black Book IV under Drugs) These effects are persistent throughout the game day regardless of whether the character likes it or not.

Patron taint 6 Paracelsus Dei

The Esoteric Wisdom of the Ancient Masters is now YOURS TO KNOW. The individual cells of the invoker's body begin a rapid climb to sentience and collective existence, and soon it is as though the mind of the Pharmacoepist runs through your own like a river of infinite medicinal possibilities.

Side effects (spell burn) for the Pharmacopeia

1. Blowing your mind – ringing in your ears, nose bleeds, and your emotional responses are just alllll over the place. Spell burns Personality, Intelligence, and Agil
2. Phoebesta – Momentarily distracted by hallucinatory moth or other small, winged insect or bird form. Spell burns Agil, Int,
3. Dreggulesta! – gas and oily discharge proves *quite* distracting even as the drug effects are intensified. Spell burns Agil, Sta, and (esp.) personality on a two for once basis.
4. Boostmania! – the character is a little...revved up . Amid constantly dry mouth and itchy eyes you are suddenly a motormouth who cannot sit still capable of Impossible logic jumps and energy. Crash will surely follow at great later expense and presently no one can understand what the hell you are saying Spell burns STA, INT, PERS, AGIL
5. The invoker is haunted by a complete lack of easily available sleep. Drugs, meditation, or some other (singular) activity is required for the character to get any amount of usable sleep. Spell burns INT, PERS, and Agil
6. Priapism or other Blood gorging in places untenable to adventure; Spell burns STA (yes), AGIL, PERS, and INT on a two for one basis. -1 hp

Affect Alien Humors

Level 1

Range: varies

Duration: maintained (see below)

Casting time: 1 round

Save: Spell check DC

General allows temporary (but full) interaction of whatever kind between two or more otherwise dissimilar biologies. Yes this allows for basically anything to knock you up. Be careful.

Manifestation: 1.

1 Lost, Failure, and Patron taint!

2-11 Lost, Failure.

12-13 The spellcaster may, on direct skin/surface contact with another single individual of the same clade, **share a single basic bodily quality** – a Saurid could share their tolerance of Carbon Dioxide atmospheres, just as a High G worlder could share their innate Gravitation with one whose origin was in MicroG.

14-17 as 12-13 above save that the spell caster may now freely **share across lines** of clade and gens while still requiring touch contact with the recipient organism. Such contact need not be skin direct, allowing function between two individuals in environmental or vacuum suits, for example. This single trait can be shared now for up to 1d4 rounds +CL after breaking contact.

18-19 Share the State – As above save that now basic trait packages may be loaned or borrowed in this way. The sharing of such traits is now only restricted to gross type – i.e. biologicals or mechanized created. Such sharing is maintained by continued contact with the recipient/donor.

20-23 as in Share the state above save that now the trait or trait package may linger on for 1d4+CL rounds after breaking contact.

24-27 synchronize essentially alien biologies With touch contact you may synchronize your life form to that of a single individual of any clade or character type. While in such synchronicity, the caster may loan any traits of their own to the target or vice versa.

Survival in a foreign environment and far stranger feats are possible thus. Provides a +4 Bonus to environmental based saves, especially toxins, atmosphere differences, and the like. This requires the caster's direct contact, but that contact may be with the subject armored, clothed, etc. Note that the caster can loan or borrow traits in use thusly but cannot do both at the same time.

28-29 touch of direct personal alchemy – at a touch you can make any intelligent living thing immediately "like you." Here meaning a life form that has the same qualities attributes and other essential characteristics (mutations, uplift qualities etc.) as the caster, in addition to the target's own 'native condition.' Conversely the spellcaster may make themselves the recipient though so thoroughly imitating strange and unknown life forms is dangerous. In a friendly non-conflict based situation such a bond may be maintained for up to an hour, while in more violent circumstances, such may last for only up to CL rounds.

30-31 Universal Donor – largely as 28-29 above; however, the spellcaster may maintain such a state for up to CL days. Furthermore, Pharmacopeia's invoker will find that they may 'donate' their essential likeness (as above) for 2d6+CL days

32 interchangeable life form– The invoker may now freely donate any and all aspects of their biology or other essential makeup to another lifeform as needed; this may include such corner cases as cybernetic limbs and the like at the Judge's option.

Fundamentally however, you have changed spellcaster. You are now weirdly interchangeable and cross compatible with almost *all* forms of life. Bots, drone thralls, mutant Friggians, Saurids, Insectivroids, that intelligent cold putty you just made first contact with, etc.

Genie Therapy

Level 2

Range: varies

Duration: as indicated

Casting time: 1 round

Save: Spell check DC

General allows emulation of any gene therapy or biomanipulation (including sybiotes and parasites) but temporarily;

Manifestation: 1.

1 Lost, Failure, and Patron taint!

2-11 Lost, and Failure!

12-13 Failure.

14-15 Reagent – The wizard successfully calls upon Pharmacopoeia to recreate the radical compounds needed to recreate a single pharmaceutical dose, gene therapy, or bio manipulative effect, within their own body, which will – beginning the following round – last up to 2d6 rounds + CL. During that time the invoking wizard is under the full effects of the drug, gene therapy, or other biomanipulation, as though they had just experienced it again. This is limited to such medical technologies as the caster has experienced before (keep a list.) Reagent allows emulation of any gene therapy or biomanipulation (including symbiotes and parasites) but temporarily; it does not replicate magical or psionic healing or related technologies (it can replicate synthetic boosterspice but not the real thing)

16-19 Remetabolize – the invoker can spontaneously recreate any drug, gene therapy or other biomanipulation that they have ever sampled and in quantities to take effect, at will. Largely acts as in Reagent above, save that now the recreated effect lingers for 2d6 hours + CL.

20-21 As in **Remetabolize** above, save that now the duration is up to 2d6 days + CL

22-25 Control – As in 20-21 above, save that now, the invoker may channel a somewhat ‘improved’ version. This ‘improved’ version either,

–Provides a maxxed out effect; if a thing can heal 7d6+3, then used thusly it would heal 45 points of damage.

–Ignore any potent side effects

–Pick and choose from a variety of inflicted effects that normally happen all at once.

26-29 The chosen of Pharmacopoeia may select up to CL+PERS bonus specific drugs, gene therapies, or other biological modifications within her purview; the invoker may recreate those within their system at will.

30-31 As 26-29 above however now the chosen of Pharmacopoeia may select up to CL+PERS bonus specific drugs, gene therapies, etc. that the invoker may recreate within their system or secrete at will.

32-33 Pharmacopoeia’s alchemist may instantly create any drug, gene therapy, biomanipulation, or chemical effect within their system and apply it’s effects at will. This substance may be stored within the champion’s system in an inactive form, which then may be transmitted via transfusion or other means, or in an active form in which it will act upon **the champions metabolism immediately and if desired, without side effects.**

34+ Pharmacopoeia’s champion may instantly create any drug, gene therapy, biomanipulation, or chemical effect within their system or by touch, at will. As this includes this includes poisons and toxins it is possible to dose a foe, or in a medical circumstance, many people with such a substance, which may be transmitted by transfusion of blood, vital fluids, etheric patterns, or simple touch. When used as a touch attack against an involuntary recipient they are entitled to a Fort save.

invoke the princely powers of the chymical Jinn

Level 3

Range: varies

Duration: instant or as indicated

Casting time: 1 round

Save: Spell check DC

General The spellcaster invokes the Bountiful Healer, and Summons /Fabricates an elemental mass – literally prints a salt, void, earth, or metallic elemental for the caster, a form of semi-permanent instantiation or to fuel an act of creation.

Manifestation: 1. A smoldering pillar of vapour and fire erupts from a point before the caster, doing their bidding. 2. The invoker closes their eyes, concentrates and, with a gesture, invokes Pharmacopoeia in your creative endeavor 3. The spellcaster utters part of the true name of one of the nine elemental princes that serve as Pharmacopoeia's consorts.

1 Lost, Failure, and Patron taint!

2-11 Failure and the spell deteriorates, lost for the day.

12-15 Failure but the spell is not lost

16-17 Donning the crown of perceptual light – The invoker may detect by sight and analyze by touch and taste the specific nature of any material composition; at a glance and with only a round's concentration, the spellcaster may call upon the most basic sensory apparatus of Pharmacopoeia's trusted servants, the First Ones. The true nature, including composition and makeup of a thing can be determined at such a glance, providing general information (or more usable information when consulting in a field known to the spellcaster, which should prove capable of adding up to 4 to relevant skill checks).

18-21 Extrusion Channel – the spellcaster may draw out an animate elemental being from their person, creating an elemental of Salt, the Void, Earth, or Metal (optionally others, consult your Judge). No more than a 3 HD elemental may be so extruded, requiring one round of additional 'casting time' for each HD during which time the spellcaster is literally extruding fibrous tendrils of metal, rock, salt, or nothingness out of their mouth, nose, and other orifices. Such a creature requires a point of spellburn per HD to come into existence but once completed is under the full control of the spellcaster, though it will only exist on this plane for 2d6+CL rounds.

22-23 as Extrusion channel above save that up to 5 HD of elemental material may be so created.

24-26 as Extrusion channel above save that up to 7 HD of elemental material may be created.

27-31 J'innterface – the elemental surrounds and possesses the caster partially, allowing the spellcaster to act as though they were themselves made of elemental material. This allows the caster to "swim" through the relevant elemental material at their normal full movement speed, without concern for atmosphere, gravity, and the like. Such a state requires even magical efforts of the like category to overcome the spell check result to affect the caster at all.

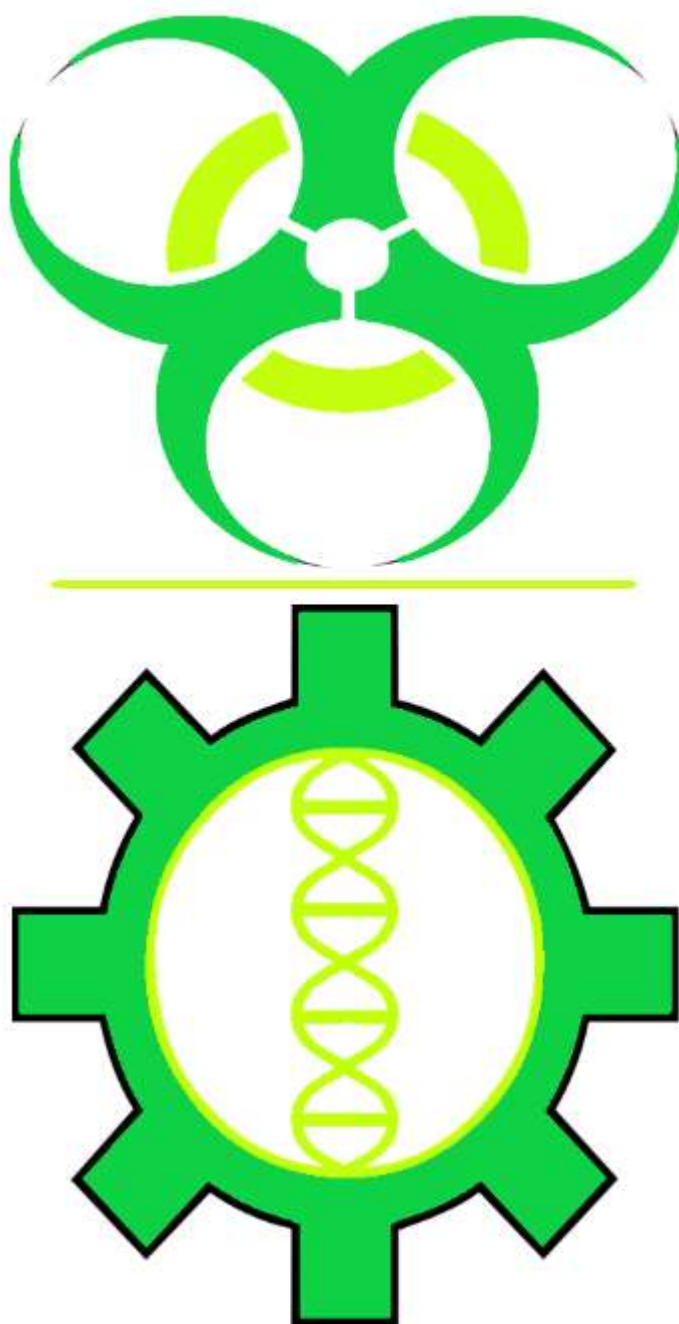
Can be used to create elemental armor – adds HD to AC, creature is sacrificed in the process, and the armor is persistent for 2d4+CL hours.

32-33 matter creation – replication; limited power over matter is possible; basic material transformation is now possible, transforming one object into an object of same mass and shape but differing composition. Further, any single object may be replicated precisely and exactly, though only on a purely material basis. No metaphysical components may be imparted of any kind. Up to the caster's mass may be so created or transformed, though this will end the effect.

34-35 matter creation synthesis – create pure material As Replication above however the caster may now manufacture up to 900kg of any pure elemental material. Iron may be so created but steel may not, for example. Note that any created material is real – the

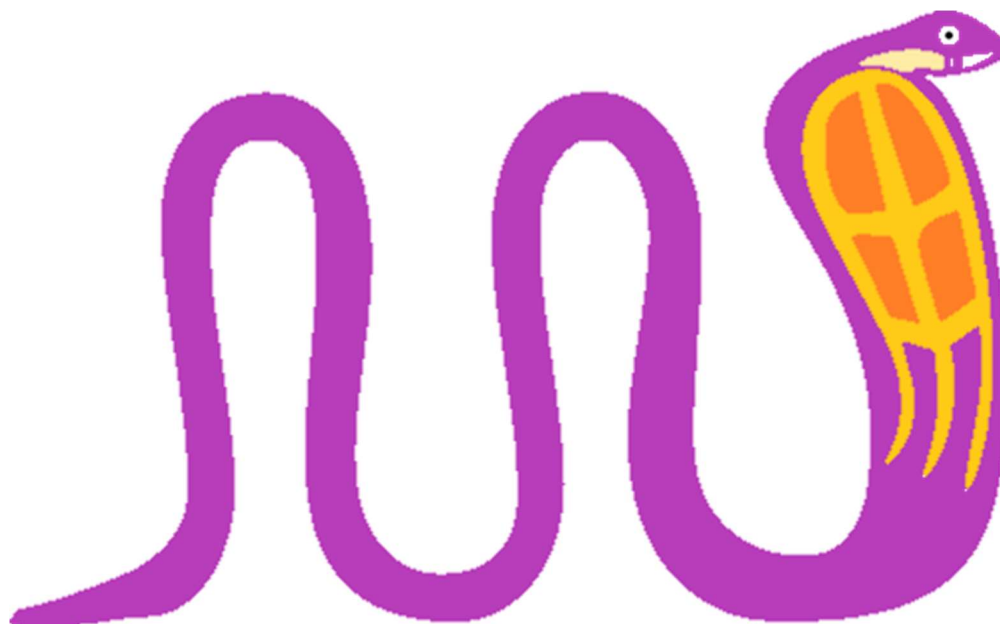
spellcaster who does not have any means of surviving the creation of plutonium should not be doing so with their bare hands, magic or no!

36+ **matter creation synthesis** – create alloys. As with Create Pure Material above, the spellcaster may create up to 900 kg of any combination of materials intermixed, to facilitate the creation of alloys and compounds. Functionally this makes the spellcaster a type II Maker, with no safeguards or restrictions, though the spellcaster is limited to designs that they understand and can describe. A chemical engineer would be a nightmare with this spell, a caveman, less so.



Let the Scales of Pharmacoepeia weigh upon your genome

Cillithix the Collector.
fallen daemon and collector of lost civilizations.



Cillithix the lore demon was once a higher class of being, it is thought one of the lesser musae; but at some point their desire to *know* overcame their need or desire to *inspire*. And so it was that the downward spiral of Cillithix, demon sifter of lost lands, began, bringing him eventually to a tidy cyst deep within the abyssal realms. From within this cyst, Cillithix gathers (and is brought) secrets, artefacts, and lore of every kind from all across the corners of the omniverse. A creature of great, overweening pride, it can sometimes be flattered into providing service for those who would bring it secrets and lore.

It is thought that it began its “rise” (or descent) to power by whispering to certain of the Zeta guild Collectives that existed aboard their Terran Culture Ring of the mid-twentieth century, and perhaps ultimately bringing about the final demise of their civilization for their trouble.

Invocation of Cillithix – collector daemon of lost civilizations

Cillithix whispers to you of dead worlds, dead races, and their dead civilizations.

Level 1 Range: Self **Duration:** Variable **Casting time:** 1 round

Save: None

Corruption Roll 1d8 1-4 minor 5-7 major 8 greater

Misfire N/A

1 Lost, failure, and worse!

Roll 1d6 modified by luck; 3- Corruption + Patron Taint, 4-5 Corruption, 6+ Patron Taint

2-11 Failure. Depending on the results of the Patron bond, the caster may or may not be able to cast it again.

12-13 The Collector of Dead Cultures imparts some minor piece of information or lore relevant to the caster’s present situation or after a matter sought by the caster.

14-17 Seal of Jestizepth – once stolen the whisperer now sees a fraction of its power lent to the caster's aid; +1d4 to initiative which is persistent for 1d10+4 rounds. During this time the caster will find themselves nervous and jumpy and filtering out additional sensory information will be difficult. (Literally doing things other than getting the initiative will seem harder to do than normal.)

18-19 Cillithix uses the invoker as a conduit to act. And to observe.

Of note the demon spends time in the caster's head as well, befitting such a vessel, and will of course look for secrets here as it would anywhere else. The caster can save v. the spell check dc to (temporarily) hold back any information from the demon, though once the caster sleeps all bets are off.

There are side effects to being so well known. The caster has no further secrets from Cillithix and may later in fact find they cannot lie or deceive the being. However, they gain a permanent +1 on spell checks to invoke Cillithix, and subsequent recipience of this result is cumulative. Further attempts thereafter to read the spellcaster's mind are resisted more easily, conferring a +2 save to resist mind control, mental illusion, and the like.

Finally, this does mean that there is a semi-permanent sliver of the demon resident in your head at all times. IT may be consulted (as in 12-13) at almost any time but the more you get out of it, the less forthcoming it may be in future....

20- 23 Recalled grace of the Moakaitel – you sprout enormous jet black feathered wings; when you take flight moon or starlight will illuminate the light coating of plasm upon those wings; they have dual existence in the Sub-ether (in the Sub-ether they are much larger actually, or can be when unfolded) in that light the wings will appear to sparkle with star or moon shine. While unfolded these wings confer the caster's ability to survive within thin, or airless atmospheres and the vacuum of space for 2d6 + CL days, while also conferring movement (Max speed = 10x spell check result in thin atmospheres, 100x spell check result in airless or vacuum environments; in the Sub-ether, these wings confer the power of *hyperflight* allowing movement at one light/CL/day)

24-27 The collector from time to time lets items from its Hoard pass into the hands of its invokers; for 1d3 +CL rounds, one of these lost artefacts (or a sufficiently 'real' noosphere memory of such) will fall into the hands of the sorcerer. The Judge will have to create such an item but at first (especially) they could be almost anything.

(Judge suggestion: Create 1-3 magic weapons using the DCC rules and then select randomly when this invoke result is achieved.)

28-29 The Collector knows many secrets, and many ancient technologies. An act of Muvian Geomancy (or possibly Atlantean Vrilogy) creates seismic tremors (or massed vibrations if aboard vessel or station) radiating outward from a desired location (must be visible) to 90', all of the caster's enemies will act a one-step lower on the dice chain during this localized tremors. Further, the caster and up to their CL in others may be immune to these restrictions moving effortlessly and without environmental impediment. Where this manifests as an attack, it does so at +6, and where appropriate, inflicts 2d6 hp damage. These tremors are persistent, lasting for 1d4 +CL rounds after invocation.

30-31 The Collector imparts through the caster (see 18-19 above) the ability to project a green beam. Those who fail the ref save are subjected to the effects of a *gray genetic reconfiguration*. (See chart) – some individuals (certain key NPCs, all leveled Player Characters) may be entitled to resist the procedure with a successful fort save at the Judge's option.

32+ An utterance of purest remembered movement – At will the caster and up to 2d4 others (must be stated, indicated, or named; they may resist with a Will save at the spell check DC) can be whisked away to an ancient and lost place in time and space. Any one of the many dead nations, civilizations, and worlds that Cillithix has plundered can be reached in this way, tearing the invoker and any companions across time and space – to the actual time and place or possibly a new splinter, created by their arrival.

. Patron Taint of the demon collector

Patron Taint 1 Obsessive Collector of Secrets And so it is that you cannot abide secrets in any form, unless of course it is you who are privy to them. In this moment Cillithix is most like their original form, inspiring Obsession. The innate NEED to know blossoms in your chest like murder, warming and chilling you at once with its dire urgency¹⁷.

Patron Taint 2 the secret assembled

Sometimes the greater secrets will remain undiscovered until you become that which you study. As soon as is possible, you will secrete yourself somewhere dark and cocoon for 1d2 mos. Thereafter you emerge as an apparent member of a believed extinct species or lineage, while maintaining their character abilities otherwise.

Roll 1d5

1 Gray or Gray hybrid 2 Lemurian White Ape 3 matriarch caste Saurid 4 Serpent folk (white sun Saurid), 5 late period reconstructed Nagahl-form.

Patron Taint 3 Memories of Doomed Worlds

Through a combination of dedication, sympathetic magic, and essential urgency, you have unlocked the secrets of dead worlds, long turned to ash, dust, and powder. Over time images, apparent 'memories,' and other (relatively random) trivia will accumulate in the form of dreams, visions, and hallucinations that impart a casual but detailed knowledge-awareness of one or more dead civilizations. Roll 1dX this result can be acquired more than once.

Roll 1d6 Memories of Doomed Worlds

1. The Teragen culture ring of Zeta 2 Reticuli
2. Student of magic in ancient Atlantis – Quetzal influences are high, as evidenced by your jewel feathered coils.
3. A mutant of greater, late Lemuria, perhaps a generation before the fall.
4. A Muvian sage, master of recovered Nagahl super science.
5. A Slaxxenar memory-bearer and barbarian, part of an entire crys-sword bearing army attempting to hold or take their swampland home.
6. A small pseudorodentine biological familiar, a memory unit, bred, and grown in a tube by an adolescent of the cervine species known to the Imperium as the Bringers of Wonder.

Patron Taint 4 – the invasive proboscis of marrow gnosis

The invoker develops an insatiable craving for bone marrow. Within a month, they will need to begin to procure this for themselves by way of a narrow, semi retractable proboscis, a sort of probing antennae growing in from their own skull on the roof of their mouth. They will require 1d4 'donor's annually, each of which will suffer extraordinary pain, agony, and a very slow death after 1d2 months of such treatment.

Further the caster will be intuitively drawn to areas of rot or decay, sometimes requiring the expenditure of a luck point to avoid giving into labyrinthine inner urges to explore, exploit and to know particularly evocative or corrupt examples of such places.

Patron Taint 5 The Endless Pursuit of reckless knowledge

Forbidden books, secure intelligence records, and the like are your bread and butter. You cannot turn away the forbidden fruits of the universe. *Dangerous? Bah! Only a sign of your*

¹⁷ Yes, this Taint slowly turns you into the kind of Lovecraftian investigator who winds up with a REALLY HIGH Cthulhu mythos score and goes 00 SAN and so...out of the game. Yeah THAT Guy. Secrets and knowledge at all costs. Run with it.

immanent triumph! There is no mechanic for this. It must be role played. Field scientist characters who somehow acquire this taint immediately gain a level of hubris. If this brings them above five, it takes effect immediately.

Receiving this taint, a second time however settles a particular and most incurable madness over the invoker – they become over a period of days enraptured with one of the Great Mysteries. As time progresses, this comes to dominate their waking thoughts, eventually all else will become secondary in pursuit of this most elusive prize. It will in time pass from interest, into obsession, and beyond.

Patron taint 6 Investigative Vessel – Sometimes, no more frequently than once every 1d6 months at first, the spellcaster will come to in a strange location, 3d5 weeks later, with no recollection of the intervening time. In these instances, it is thought that Cillithix itself has had a particular and direct use for the PC. Quite possibly all of their gear, items of equipment and so on may have since changed.

Note: summoned beings of the Ghost Riders will *always* by priority attack any servitors or creatures summoned or tainted by the demon collector. It has Offended Them.

Spellburn

1. the daemon collector needs skins. In emulation of ancient sarpedal rites, you must shear or flay a substantial part of your own skin in dedication to Cillithix. Spell burns Agil, Str, Pers, or Sta.

2. invocation of lost powers is heard by Cillithix yes but also by others, those few who linger, remembering what was lost and have been made bitter by it. Spell burns Int, Pers, and Sta, as many forgotten but extent powers of the local universe and beyond take from you suddenly that w3hich you so vigorously offered. You suffer but the Daemon Collector is pleased.

3. bubbling brain cells – a combination of rapid breathing, mind over body, and the presence of one or more psychoactives present in the mind of the spellcaster overlocks their perceptions and ability to see beyond at the expense of all else. -2 to Init. As you spell burn Agil, Sta, or Str.

4. Sacrifice to allow perceptions to cross the void – one of Cillithix's less well known obsessions is the hoarding of information and lore from erased timelines and cycles of universes that existed before the present. Such perceptions are hard for a daemon or god and so even more so for a mere mortal such as yourself. Take a sharp knife, blade, or laser, and gently carve the Cillithix glyph upon your own eye surface or, if spell burning more than five points, sacrifice your own eye so that you Might See What Has been Deleted. Spell burns Perc, Int, Agil, and Sta.

Patron Spells

(1) Eyes behind the wall

(2) Download Necrofile

(3) Absconded Runes - Thakett-Naganar

Eyes Behind the Wall –

Level 1

Range: immediate area/single place

Duration: see below

Casting time: 1 round

Save: Spell check DC

General The world on the other side of the Toun-var is a strange,, psychedelic wonderland; filled with the invisible, air-sucking, meeping air-tubes and flow reefs, and other ether things everpresent all around us, that lurk just on the other side of mortal consciousness

By calling upon these adjacent beings in the Sub-ether, one consults them to speak of and observe happenings in the mortal world, sometimes for later or real time clairvoyance and spying

Manifestation: 1. By ritual the invoker seemingly parts a curtain showing what is beyond. 2. The spell caster invokes an ancient and fell rune, seeing now beyond superimposed over all else. 3. The spellcaster focuses on and activates a strange rhythmic humming device which causes the things on the other side to slowly fade into view.

1 Lost, Failure, and Patron taint!

2-11 Lost, Failure

12-13 The wizard briefly **peers across the barrier** between the worlds, peering into the murky psychedelic version of the world on the other side. Dematerialized spirits, the invisible, and other rarefied things may be dimly perceived though for no more than 1d3 rounds. The caster can see beyond, expanding their senses well beyond the imperial norm.

Magnetic fields, the flow of electricity, may be perceived

The magnetic i-motes that infest common mag fields on planetary surfaces within imperial space are frequently happy to hear from and comply with requests from the overworld- that would be you. They exist as microscopic data clusters embedded in (barely) electrically charged dust motes so remember that when they tell you what they have seen. Their perspective is an alien one but understanding can be gained with practice.

14-17 The vibration song-spirals of the higher dimensional spaces are no longer unknown to you. Pushing and pulsing into your perceptions are strange bulbous air-fish, and gently phosphorescent gas bags, winged....things, pushing against some exotic aetheric medium in plain sight. **A variety of such strange creatures** are native to four, five, and higher dimensional spaces, all strangely misshaped, seemingly hollow things, all at once appearing tumorous and rugose with wispy strands of strange ectoplasms

They can be provoked to provide information and 'local gossip' about electricity, and strange otherdimensional things, they pay little attention or heed to the material world of your experience and often cannot perceive it any more than you could see them before. Caster contacts and pacts with the Sub-etheric inhabitants of a small area corresponding to the caster's location in the material world. These inhabitants are not life as we know it but a strange, invisible, intangible, ever-present carpet and floating ecology Sub-etheric life. What small secrets they may possess will soon be yours to know! The caster may interrogate these local entities as much as desired but they will only be able to provide limited, basic information.

18-19 The spell caster's **perceptions have expanded** to perceive Metacosmic parasympathetic morphic fields allowing them to see the presence of adjacent or intruding branes, violations or distortions of the dimensional fabric, and more importantly to see somewhat into them. Peeping eyestalks swim through and happily inform you of all they have seen but only within the local Sub-ether for the last 2d6+CL hours. Similar to 14-17

above but now considerably more information may be discerned from the higher order (more aware) swimming and floating things in the local sub-ether.

20-23 the **swimming neon creatures** on the other side are great gossips and 1d6 of them respond to your summons and impart vast amounts of information to you, however useful or useless it may be to the caster.

24-27 Asking Overeyes - As with Peeping Eyestalks above, this calls up the watchers of the local spirit world who will inform you of all that they have seen and heard over the last 24 hours; these entities have no context for material reality or it's demands and experiences but can provide detailed assessments of individuals, their actions, their aura, what they were feeling or thinking and the like.

28-29 As with Asking overeyes above but the local sub-etheric ecology will whisper to you of all they have seen over the past week.

30-31 as above save that now the local sub-etheric life can impart what they have witnessed for the last month

32 + as above save that the walls will spill over with facts, some of which may speak to greater mysteries present in the local sub-etheric ecology.



Download Necrofile –**Level 2****Range:** varies**Duration:** Concentration + 1 round**Casting time:** 1d3 hours**Save:** Spell check DC

General the wizard performs a mystic autopsy, seeking to learn what the deceased individual knew in life, deriving all manner of information from the deceased's brain.

Manifestation: 1. This involves cutting up the brain, which may appear to pulse with life for some moments after the process. 2. The physical matter of the individual deceased is consumed in a puff of purple smoke and a blast of blue and green translocation energy 3. A wail as the noosphere constituents of the person are consumed by hungry clutching fibrous *things* erupting direct from The Abyss

1 **Lost, failure, and patron taint!**

2-11 **Lost, failure.**

12-13 **Failure**, but the spell is not lost.

14-15 the **essential essence** of the deceased is lost but fragmentary remains are possible to glean from the smoldering brain tissues. Just images and maybe sounds. Not coherent memories.

16-19 the wizard's electromancy manages to coax the **answers to no more than three questions** from the deceased before it is lost forever. The questions must be straightforward, and the brain is limited to producing information it possessed in life.

20-21 the brain matter is induced to give up a panoply of information with the correct final electrostimulations, though it must pertain to a single topic known to the brain at the time of death.

22-25 the would-be necrologist can at this point conduct as close to an **interview or interrogation** of the brain matter as will be possible without creating or retaining some element of the deceased's essential nature. The brain is limited to producing information that it possesses and that it knows that it possesses. Otherwise, the interrogation should proceed as though one is interrogating a relatively linear computer.

26-29 as in 22-25 above save that now the brain may be driven to give up information it possesses but was perhaps conditioned against giving up in life.

30-31 at this point the techno mage may obtain the information with an info spike and the dissection of the remaining neural tissue becomes unnecessary. Otherwise as in 26-29 above.

32-33 AT this point the Techno mage has full access to **any** data remaining in the cerebral cortex or sapient equivalent.

34+As 32-33 above, however, a substantial fraction of the deceased' ego and essential nature has been preserved by this electro mystic process. If such is desired, the electromage can create a backup of the deceased consciousness. (And in theory, instantiate the deceased consciousness)

Note: utilizing this spell on an active Dead sleeve is ill advised.....



Absconded Runes - *Thakett-Naganar*

Level 3

Range: varies (one inscribed glyph)

Duration: persistent until triggered

Casting time: 1 turn

Save: Spell check DC

General Calling upon the starry serpent wisdom contained and embedded in all things as the ancient Nagah did at the dawn of the galaxy. This is the runic alphabet spell of the Nagahnar peoples; the believed oldest extent written language in the galaxy, from the time of the Nagahl and the Quetzal, spreading out from the galactic core to encompass all of the galaxy, here called the Great Serpent Wheel. The very foundations of magic in some sense are embedded herein. The language, lost, had its secrets plundered by the whispering one.

Manifestation: 1d4 1. *Speaking the sibilant whispers of the dark ones*, the oldest written language, embedded in the universe, which amplifies as if chanted by legions until the runic glyph blazes into life. 2. The wizard carefully paints the precise geometries of the rune on the targeting surface before anointing it with oil and lighting it momentarily aflame 3 The sorcerer chants the high Viiiaaal rune until the desired rune auto inscribes itself upon the target surface. 4. The wizard burns the ancient inspection runes into geomantically appropriate angles.

1 Roll 1d6 modified by luck. 0 or less corruption + misfire + patron taint, 1-2 corruption, 3 patron taint (or corruption if no patron), 4+ misfire.

2-11 (*n*) – the glyph of Loss and failure.

12-15 *Hss* – the empty glyph of failure; you achieve nothing. After rest and atonement, you may attempt again.

16-17 *Kra* – *the beginning of signal* creates a Nagahnar rune that, when activated, allows the activator to send a short (1d4+CL words) message as though by ansible to any point in (CL) Light years, immediately, in real time.

18-21 *sss* – *the cooing wavelength of amplification*; By activating this rune, spellburn effects are doubled for the next d3+CL rounds; more importantly, for the next hour tapping a world's etheric poles or some other similar Place of power or energy nexus functions at doubled effectiveness.

22-23 *ssstelec* – *basic control of lesser forms* The wavering control rune creates a field 60"+CL in radius in which no serpent, no reptile, nor any analog thereof may take any offensive action against the rune's activator. Unintelligent qualifying animals under 26 hp may be commanded to peacefully leave the affected area by the rune activator.

24-26 *hhyss tt haa* – With the activation of this "hush" rune, an area in radius of 160+CL feet from the rune suffers a zone wherein magical energies function weakly and are siphoned to elsewhere in the Otherworlds. All spell effects (including psychic powers) function at one step lower on the dice chain while within the area affected.

27-31 *Hhaas ta Reh* – With a brief flash of ultraviolet, the activation of this runic glyph prevents all creatures from reading or comprehending written magic within the affected area. The area is a radius from the rune of 360 feet, plus 5" for each CL of the wizard who laid the rune. Scrolls and written magical works left within this circle for 12-16 hours begin to lose potency at the rate of one effective spell level per hour until the object itself deteriorates along with the magics bound within. This includes data pads and other forms of electronic data storage.

32-33 A power word or such - *Vyauau* The galaxy, pre-programmed, does as it is bid. The glyph when activated transports the activator and up to 1d4+CL others to the next port of call

in one of 455 “power nodes” distributed on worlds across the galaxy. All but three of which are well beyond Imperial space.

34-35 ***Feh-Vah..Tillu*** At this point the whole of ‘The great serpent wheel of the galaxy’ opens to the invoker. The created rune opens shortcuts in The Golden Path – “an immense gold and scarlet energy ribbon that twists and turns throughout an infinite blackness but is hundreds of thousands of light years long....” And the sorcerer may safely descend into this path using it to ‘slipstream’ along it to nearly any point in the galaxy, instantly, without any tedious trips through the Sub-ether. Up to 1d4+CL others may be brought along at the caster’s desire, those who do not wish to be rushed across the galaxy may resist with a successful will save.

.36+ ***Pas Feh – Vah ‘k Illuss tah vaac’th*** Full invocation; the speaker completes a full incantation in the old tongue. “After Such Knowledge” ...the invoker has mastered the inner 33 glyphs of the first ring

Furthermore, within 1d4 months, one or more Nagah will emerge from hibernation or another plane, attracted or woken by the command of ancestral energies.
Given that waves travel somewhat predicable curves in the (nearer) sub ether



All Things End - The Ghost Riders in the Sky

The Ghost Riders Aka the Great Fleet, the Black Fleet, the End Mass, the First Ones

The Ghost Riders - one of the great mysteries of the Galaxies; an ancient cadaver fleet allegedly containing millions of starships, some billions of years old. The legend predates and lurks well beyond the borders of the Empire, stating that every civilization must sacrifice some of its early explorers to the Dead Fleet or they will never achieve the stars. The "phantom fleet with the star sailing dead of a million dead worlds" allegedly exists as a stellar horde, traveling through the deepest parts of the sub-ether only to emerge when it is time to destroy all life in a star system. Considered a myth.

The empire maintains a tentative identification for a Class II Existential Negative Energy Threat (Civilization Ender) that the deep space fleet is alleged to track, the ghost riders are the great horde, on many worlds, they represent the ur example of the fall of civilization. The apocalypse. The horsemen.

The Ghost Riders - a folk tale near universal on imperial worlds; an impossible fleet of a million dead ships, from a million dead civilizations, crewed by the first of their race's dead to die in space, their souls cast to the hungry void. A thousand ancient and primitive spacecraft crewed by the vacuum desiccated remains of every world's first space travelers, sacrificed by their populations to make future space travel possible.

These Ghost Riders it is said, emerge from the void between spiral arms and call upon worlds that have cast their spoor into space. Planetoids, moons, worlds, whole star systems are ravaged as though by a great plague of locusts, leaving behind only the ruins of their cities, and the signs of conflict. But no dead, no bodies, no living. Gone.

Claimed by the nomads of the hungry void.

Who and What are they?

According to legend, the Ghost riders are a vast fleet millions, if not billions of years old. It is comprised of the earliest spacecraft for civilizations from many galaxies, down through time. These ancient wrecks are piloted by ghost crews, the undead remains of the first voyagers into space from their respective worlds. The first to die in space. Their worlds' first offerings into the Hungry Void.

The dead yet persist.

The million ships lurk and haunt the space ways, in some eras they are truly a myth and do not strike near 'civilized' systems for thousands of years. In other, more expansionist times, they may cut a wide swath, striking nine worlds, nine systems, in a dozen or two years.

The mobile Sargasso of the dead, hungry for the lives of those who came after. Those whose very existence owes their dead a debt that must now be paid.

Some worlds it is said even now maintain (though they must do so in secret for this is a violation of the imperial accords) sacrifices that are honored rigorously to appease these hungry specters of the night between stars. Perhaps those who follow the old ways are best, for who can stand against the Fleet of the Dead?

If the fleet of the dead calls on your world, make your peace with your gods and facilitate transactions toward a suicide booth. When the Fleet has passed by, and the scout ships arrive they will find a truly dead world. No survivors, and many mutilated and savagely slain. Often the worlds themselves are not habitable for many millions of years or

more, if ever. As though the very life of the worlds' themselves were sucked away in such transactions.

To know would be to find them and to do so is a death sentence. But of course, there are those vain and foolish individuals who instead see in this source of immortality. True immortality! The ability to persist beyond one's own civilization and species. Surely such be the same as lichdom?

Patron: the Black Fleet of The Ghost Riders

Inheritors of a blackened Great Curse from the dawn of the last Aeon, these are the dead, the sacrifices claimed by the Void for a world's later passage into Space. As, in some manner, the champions of the Spaces of the Void, or "Vacuum Einheriar" as one has called them, they enjoy a more advanced form of "undeath" binding them to universal cycles and both Yin and Yang realms, as well as the greater Sub-ether.

At higher levels invocation references old dead gods at the rim of the galaxy

- One or two patron taints involve taking on parts of a curse that they inherit (from Nirzhungrandl - called Nazuegrul , whose corpse is bound at the Rim?)

Invocation of the Black Fleet of the Ghost Riders of the Skies

Level 1 Range: Self Duration: Variable Casting time: 1 round

Save: None

Corruption Roll 1d8 1-4 minor 5-7 major 8 greater

1	Lost, failure, and worse! Roll 1d6 modified by luck; 3- Corruption + Patron Taint, 4-5 Corruption, 6+ Patron Taint
2-11	Failure. Depending on the results of the Patron bond, the caster may or may not be able to cast it again.
12-13	Breathe the Black – your lungs crackle and burn in pain as you draw a little bit of the Void into yourself. For 1d10+CL rounds, you may survive the rigors of space, cold, heat, and radiation while still very much feeling those things happening to their body. At the end of the duration the invoker will be seen to be visibly exhaling an inky, jet black vapour that immediately disperses, and the invoker takes 1d2 Sta damage.
14-17	Silence of the Night Void – the absence of sound, of matter, the utter stillness that surrounds the ship Sargasso of the Black Fleet. You unleash this void of sound at a designated point within 30." Subsequently, all creatures within 45" find themselves incapable of creating sound. Air vibration itself will be impossible. All the words that would otherwise be spoken, the shouts, the sounds, the screams, all are gone to the Black Fleet. Certain types of spellcasting may be impossible. Sonic weapons simply do not work.
18-19	Army of the Claimed – a warp tunnel opens and 1d10+CL undead space suited astronauts are disgorged Kosmoherijar (1d10+CL) Init +0; Atk Pick +1 melee (1d6+1) and hand welder +2 melee (2d4); AC 18; HD 3d12; hp 28 or 33, 29, 28, 28, 27, 27, 23, 23, 23, 21, 20, 19, 18, 17, 17, 16, 16, 16, 13, 12; MV 30'; Act 2d20; SP undead; SV Fort+3, Ref +1, Will +3; AL C. <i>Undead</i> <i>More blather</i>
20-23	Revelation of Opening Life Flower – The invoker takes on the aspect of one of the Ghost Riders appearing as a vacuum desiccated prehistoric astronaut. When you swing your face plate upward all who gaze upon the brilliant vista within are affected by a powerful gaze attack as dread secrets of the cycles of the universe are streamed high speed into the character's visual cortex; those who fail a will save v. the spell's dc,

24-27 Assume the Face of Ultimate Terror – again taking on the aspect of the Ghost Riders themselves, the invoker is filled with their cold rage and terrible sense of purpose. The ‘astronaut’s head will then burst into blue and green nebular flame as the caster transforms into a 9 foot vacuum mummified ancient cosmonaut surrounded by a nimbus of crackling blue-green cold flame.

For the duration of the combat or until the effect is dismissed by the invoker, the invoker’s stats are replaced with the following

Vacuum Lord of the Black Fleet (1) Init +0; Atk +2 melee (1d12+1); AC 19; HD 5d12; hp 39 or as rolled; MV 60’; Act 2d20; SP undead; SV Fort+4, Ref +1, Will +5; AL C.

Undead Lord – When initially manifesting, all present must successfully save v. Will or be unable to take action (against the creature) until it acts against one of the PCs or another present. Those immune to fear may act normally.

The touch of this creature feels like vacuum exposure, looks like a chemical reaction based fire and leaves gaping but sealed wounds in the affected’s body. The wounds inflicted by this terrifying being sizzle and fester with weirding purple radiance and do not heal naturally; it is as though you have a vacuum desiccated injury instantly.

At the end of the spell’s effect the caster reverts to their normal form, minus 1d4 hp (minus 1d8 hp if the Vacuum lord sustained notable HP loss prior to spell end)

28-29 Reaching Hand of the Cosmic Dead –

The invoker designates a single living target – that target is “Chosen.” 1d4 rounds subsequent they will reach for her. Immediately a gray black fog will descend upon the target and from below, arms will reach up with every intention of dragging them into the deadlands to be forever fed upon.....

Reaching Hands of the Nebular Cloud (16) Init +2; Atk +8 melee (1d4 Agil drain) collective grab; AC 11; HD 6d4; hp 12 ea.; MV n/a’; Act 1d20; SP collective grab; SV Fort+2, Ref -1, Will n/a; AL C.

Collective grab When four or more arms have successfully hit a single living target OR when a combatant has been reduced to 0 Agil, that target must Will save v. the spell’s dc. Failure to do so means they are dragged, probably screaming, and fighting, down into the silent void from which the arms came, pale and new yet never living.

Pale, almost new, but more sluglike than newborn, flesh crawls out of whatever surface you stand upon clutching at you with cold clammy hands.

30-31 Reach of the outer void –

The silent dark of the space between galaxies chills your heart – and spills out from you at your touch and direction.

Silence (as in 14-17 above) fills an area up to 90”, centered anywhere the caster desires in line of sight. When unleashed, the utter cold of the dark between galaxies begins to ever so slightly bleed over; each round those within the affected area must resist a (spellcheck result) DC Fort save or take 3d6 cold damage. Those who successfully save still take 1d6 cold. As above, speech, sound, and music are impossible within the affected area.

32+ The Black Ships Fill the Sky

A small sliver of the Black Fleet warps away from the main fleet, arriving over the invoker in 1d5 minutes. At that time, a target of the Invoker’s choosing will be targeted by those craft. IF however the faceless dead of the black fleet disapprove of your ‘offering’ they may take you (and any with you) instead.

Also, each time this effect is achieved there is a 3% chance, +1% for every three points of Personality possessed, +1% for every character level, that the black stains of Nazgrul may waken.

Patron Taint of The Ghost Riders

Patron Taint 1 Nazuegrul s Curse of the Rim

Further, from this point onward you bear the mark of the cursed, your appearance begins to shift toward that of a dead race.

Patron Taint 2 Curse of the Nirzhungrandl – Taint of the Heroes of the Rim

No matter your motives, no matter your precautions, entropy is there. Further attempts to invoke this patron will fail unless accompanied by sacrifice- specifically your weapon must be drawn, it must be made wet, and the sacrifice must suffer for it. IT need not be a blood sacrifice but barring a quick death, the alternative is to make the living suffer.

However, the Ghost Riders are said to have great respect for those who, ostensibly living, 'chose' to bear the '*burden of the Aeon*' and so all further invoke checks are at +3.

Patron Taint 3 Touched by the Hand of paltry undeath

Your lips and face assume a bluish pallor, and your features shrivel, looking every part the corpse of an astronaut who ran out of air. You resemble one who has died unable to breathe, and there is a hitch in your chest when you do breathe. You wheeze constantly with movement or speech, reminding all of the imminent touch of the void. You will never experience the sensation of warmth again.

All Void magicks are at +! To the spellcheck; this is cumulative over further recipience of this taint. Each subsequent accumulation of this taint shrivels, and vacuum mummifies the invoker further.

Patron Taint 4 Mutation of Undeath

Necrosis should not lead to mutation, but it does. You undergo necrosynthetic metamorphosis; each time you subsequently again achieve this result add another result.

Patron Taint 5 taken by the Greater Hand of Death

Inside you, some part of you is ready to die. The next time you receive this result you will be immediately whisked away in a curtain of steel and bones and dragged across the universe to be deposited on one of the many worlds razed by the Ghost Riders. And there left for the rest of their days on a dead planet to contemplate silence and emptiness.

If the sorcerer somehow escapes this fate there will be no further repercussions though subsequent recipience of this result will place them on a world more removed and more...challenging than the last. IF this somehow occurs a third time, then the Fleet takes them (as below).

Patron taint 6 Claimed by the Fleet;

You are marked; at death you will join the fleet. This ... may bring the Fleet to your world so it's not all sunshine and roses. IF you are brought to 0 hp this session for any reason, the Fleet begins making its way to you Right Now.

Black Fleet spells-

Mad Cosmonaut's Gaze (1) – spreading the space madness of the early explorers

Call the Hungry Void (2)

Eternal Vigilance (3) – you become like unto an einherjar of the void patience and nearly unlimited stamina at price

Note all Black Fleet spells are considered Void Magick unless otherwise specified. (See **Galaxy Black II Magic, Metaphysics, and Psychic Powers**)

Spellburn for the Ghost Riders –

1. The touch of the Ghost Riders is the touch of timelessness and death incarnate; living creatures may find their lifeforces ebbing simply by wishing to call upon such night terrors. Int, Pers, Sta, Str, or Agil are free game.
2. Immediately you give in to the urge to take the knife you have tucked away for this purpose and start cutting on yourself, letting the void in, feeling it's prickly non-fingers touch your insides. -1d4 Sta, Pers, spellburn is doubled if you inflict damage upon yourself in the process.
3. The Heaviest of savage gravities tug at your flesh and pull on your bones from the blackest depths of deep space. Spellburn for Sta, Str, Agil, though twice as many must be spent to also counteract the destructive force of gravities unbound.
4. Heavy blue light pours from your momentarily hollow eye sockets as you proclaim ancient power words of Meaninglessness and Ending in a hoarse and croaking pre-imperial language. Spellburn is doubled.
5. The cold lightless nothing of the void siphons the air from your lungs, the moisture from your eyes, and the hope from your heart. 1d4 to Sta, Int, Str.
6. Harkening to the ancient of days you experience a necrotic hallucination; that of a vacuum packed bag of meat and water hurtling into the void alone and screaming, one of many initial sacrifices to the Dark. You are briefly inanimate, soul-sparkless meat and now know what it means to be dead. Spellburn for Pers and Sta are doubled. Now roll 1d8. On 3 or 8 you age 10 years and the points spellburnt are now permanently lost, boiled off and claimed by the Void.

Dead races of the Last Aeon

7. Dodex – A bizarre floating apparition, seemingly a gem-like stone, cut of twelve even sides, but interacting with the world around it with six whipping tendrils. Across three faces of the dodecahedron, ophidian-like eyes bloom like flower petals.
8. “Glecks” a small to medium sized humanoid, smooth semi reptilian features with a pair of distended eyestalks
9. “Jelly fleas” – microgravity insectoids; among many species that spread outward from the galactic core in the previous Aeon before a seeming mass extinction event riddled several species. Imperial Xenoarcheologists are uncertain but postulate some vast, possibly even galaxy wide, conflict, ending c. 2 million years pre imperial.
10. Nameless, for the Void has claimed their memory. Clear-skinned mutants with blue, purple and red ‘piping’ on a chassis-like structure of jet black bones radiating out from and covering a brain structure; it cannot easily be discerned if it is machine or organic at all, though the brain resembles coral or perhaps some sort of fungi than a brain proper.

Necrosynthetic Mutations

1. Bone spurs erupt, painfully and with much bloodshed, all along your spine, and possibly up the back of your head and over, to the bridge of your nose. While bone, they grow irregularly and intertwine, the overall effect one of thorns or nails that have been driven down.
2. The skin sloughs off of your lower jaw, neck, arms, and legs, which you will need to keep warm or feel a perpetual breeze. There is a very thin replacement layer (thin enough to be transparent) that has grown in to replace it but just so.
3. Your eyes sizzle, crackle, pop, and burn. Green and black smoke pours out of your throbbing, burning eye sockets as folk scream around you. Your eyeballs shrivel, burst, and burn down to weird chemical nubs; however, each socket now burns with blue-green death fire, and you can see in UV now to 60' if you could not previously.
4. Bones erupt out of muscles that run and swell. Semi-zombified you can shamble about at $\frac{3}{4}$ your previous movement rate and your taloned fists do $1d6 + \text{str}$ damage, however you are a dripping semi corpse oozing red and green ichor constantly.



Mad Cosmonaut's Gaze

Level 1

Range: varies

Duration: Concentration + 1 round

Casting time: 1 round

Save: Spell check DC

General A common side effect of both early and advanced spaceflight is the tendency towards madness.

– the lost star sailor's tale – the power of doubt raised to the power of infinity. How doubt of the future leads to doubt of the past becoming doubt of the very present and then fracturing endless endless splintering fracturing....

And it is into these mad void tainted innocence torn eyes that you gaze

Manifestation: 1.

1 Lost, Failure, and Patron taint!

2-11 Lost,. Failure

12-13 **the sight of the invoker's face** is sufficient for the gaze to burn deep into your soul, freezing you to the spot with fear and indecision if you fail to overcome the Spellcheck DC with a Will save next round.

14-17 **Flee!** Flee from the dissolutions of order out into the hungry waiting dark. The sight of the caster's face is sufficient to trigger a panicked flight reaction on a failed Will save. Those affected must flee at maximum movement, taking additional action only to further their escape, the escape of others, or to fling panicked warning shots of whatever variety at the spellcaster, who benefits from a +2 bonus to their AC from such attacks. The effect persists for one round after the caster is no longer visible.

18-19 **Space is dark!** Gravity is adjusted one step closer to caster's desired level, and the caster may freely ignore negative side effects from such. There is no save for anyone else caught in the 30' +10/CL effect area..

20-23 **A dizzying montage of images are flashed into the target's eyes – needles, spacecraft, mushroom clouds, piles of skulls, flowers, bees, insects devouring a carcass, the whorl at the galactic center, guns and bombs.....** As *either Space is dark* or *Flee!* Above.

Further, a single near target is chosen as the recipient of this gaze attack; the target is at -2 to all actions from constant distraction and is unable to rely upon their visual senses, all of which are being flooded by this stream of images.

24-27 Affecting all within line of sight, those **beholding** the caster are beset with waves of fear, inner doubt, and uncertainty. Bonds of trust break down under the void sailor's watchful ever patient dead. All actions taken against the spellcaster occur at one step lower on the dice chain, all actions taken in the caster's favor occur at once step higher.

28-29 Needs overcome wants and desire dies. All those beholding the caster suffer an immediate ability loss of 1d4 personality; simply being present "hurts." Otherwise as 24-27 above. However, the effect is now sufficient to affect those viewing remotely, be it by camera, head-tap, or psychic ability.

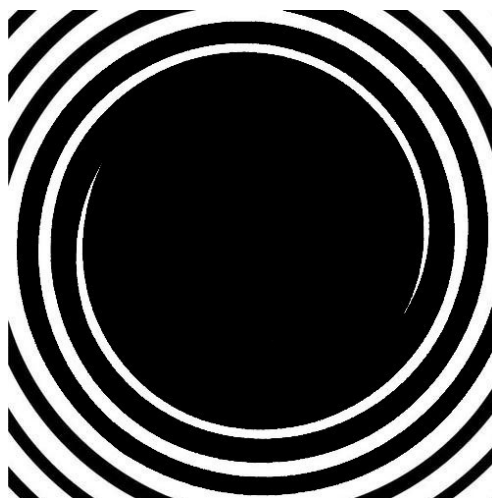
30-31 **Seeing Beyond** All within a 30" radius are bombarded by sights and sounds, originating in their many possible futures as much as within the cracks of their own minds. This punishing and overwhelming sensory onslaught reduces all actions taken by two steps on the dice chain for the duration unless a Will save is made. If the spellcaster's eyes – the origin of the images – can somehow be closed, then the spell duration will be cut short. An attack on the spellcaster's eyes can give those affected a second saving throw.

32 **The abyss also gazes into you.** Those meeting the mad one's gaze must succeed at a will save or **their inner monster will find them.** For those who fail the save, 1d6+CL hours afterward, they will be visited by a smoky, shimmery reflection of themselves brought forth from the void and given form by the target's inner demons and repressed urges. This being will shadow, pursue, and harry the target and their allies until destroyed. The Inner

Monster has the same AC as the target, and appears to have the same equipment and capabilities. However. It only has CL/d6 HP

And it has only one attack. That attack may take any apparent form, an axe if the target carried an axe, for example, but will always have the same game effects regardless of how it seemingly manifests. The first attack always inflicts a tiny bit of vacuum exposure as a tiny fraction of the raw void is exposed, inflicting 1d4 damage to HP and any of the target's abilities (roll randomly or let the Judge decide), the second attack always ages the target by a year, the third attack strips away the target's sense of self, community and ethics, moving them one alignment step toward Neutrality. Further hits inflict madness on a failed save by the target.

Only the original target may hit the creature in combat and the inner monster may only actually act on its original target. Those who have fought their inner monster before will, if this is cast upon them a second time, save against it and fight against it at +4.



Call the Hungry Void (2)

Range: varies

Duration: sustained or as indicated

Casting time: 1 round

Save: Spell check DC

You call and let Entropy In; wounds bleed and fester, weakened things break, The Void, the 'active' spiritual principle of entropy, invades and claims it's toll of annihilation.

Manifestation: 1. A wash of "black light" erupts from the caster rapidly seeming to 'fill the room' until all living things are left stained by it 2. The colour goes out of everything in the affected area; *everything living* seems sepia toned and washed out. 3. Everyone immediately appears as decrepit husks and rapidly age backwards to your present form, but it takes much out of you. You still **feel** old. 4. Strange mottled green & purple alien slugs boil up like living shadows out of the Sub-ether. 5. A wave of pain and nausea as a writhing agglomeration of rusted wires, sinew, and distended flesh erupts from the caster's arms, serpents of copper tubing and rotting flesh.

1 Lost, Failure, and Patron taint!

2-11 Lost. Failure.

12-13 Failure but spell is not lost

14-15 the peaceful **chill of non-existence** spreads outward from the caster; reducing the intensity of all emotions and emotional responses for 1d3+CL rounds. Empaths will find this a challenging time, all DCs increasing by two for the duration of the effect. Emotional based

effects, magic, and psychic powers used in a 50' radius of the caster will do so a step lower on the dice chain.

16-19 Rust Endures – the caster reminds all that in the end, entropy always wins. For the next 1d3 + CL rounds, all action dice must be rolled twice and the worst of the two results taken. This affects all within 60" radius of the caster, friend and foe alike, provided they are in some way living. Unsentient machines and the Un-dead are exempt from these restrictions of course.

20-21 All in the affected area suffer as 1d3 old wounds reopen, inflicting 1d2 hp damage each and seeping for 1d3 more rounds each round losing 1 hp from pain and fluid loss. These are not subject to supernatural healing until after the spell duration has run its course.

22-25 calling the worst of all possibilities – the invoker ruins the minds and souls of those around them, affecting 1d4+CL targets. On a failed save, each target is subjected to a deep mind hallucination that recontextualizes their lives to this point in evil and destructive ways; for each point of Personality *bonus* the caster possesses, this attack inflicts 1d6 PERS damage to those affected.

Any target reduced to 0 PERS in this way suffers a total breakdown of self and ego; lots of therapy may be required before they are back up to going on adventures again. In the meantime, they will require the attentions of a medic, therapist, or empath. Those not reduced below 1 PERS will regain it at the rate of 1/day per CL thereafter.

26-29 Aging waits for no one – a decade's worth of living is inflicted on a body at once; everyone in the affected area suffers a permanent reduction of 1d3 hp, and 1d3 ability points which must come from STA, STR, AGIL, or INT. These losses will not heal save by divine intervention. Mundane items fray and wear, diseases advance, and conditions accelerate. If used on an elderly person or one with a terminal illness or condition, a Fort save is called for immediately to avoid sudden death. Anyone who dies during the duration of this spell incurs a -3 penalty to rolling the body checks.

30-31 Void Fleet Worms – they eat and eat and eat but only the living. Creates cluster of worm-like shapes – featureless black tubes that consume all things living by absorbing/eating it on one end

32-33 Perfect erosion – metal breaks, dams fail, the inevitable finally happens. In the affected area, A single non-living item or an affected area of a larger designated target (up to 90'+10/CL) is ravaged by the seeming effects of time and decay. Within a round, the affected area or item is reduced to component fragments – a section of dam will be reduced to rubble, a priceless statue will be reduced to dust and fragments of clay and stone, and yes a starship hull can breach. This is a one-time effect that is complete when the task is done and is quite permanent.

34+ Destroy information – Over a wide area, a blanket of entropy sweeps through; data is destroyed, memories are lost, and stories are forgotten.

Information is wiped from servers, books fragment to ashes, amnesia reigns. Noosphere spirits are banished and disincorporated and any portals or ties to the Noosphere are closed immediately.

May also be used to destroy taint, background count, and other persistent aspects of reality from which information could be discerned. When used on a sanctum sanctorum, a cleric's temple, or other place of mystic power, such a place may be destroyed, requiring it's metaphysical or literal creation.

Destroys **blasphemy leaks** if the spell check overcomes the DC of the Blasphemous spellcaster, destroys **cathexia** not in the possession of their psion, (See **Galaxy Black book II**)

Magical and supernatural healing is impossible at the site of the spell cast for 24 hours/CL thereafter. Further, on site, magics that call upon death, the dead, and the Un-dead, happen at +4

Eternal Vigilance

Level 3

Range: varies Duration:

Casting time: 1 round

Save: Spell check DC

you become like unto an einherjar of the void

Manifestation: 1. The spellcaster takes on the pallor of death as they raise their voice in the black chant of the black fleet. 2. The wizard ritually closes their eyes, and the aura of the Ghost Fleet comes upon them. 3. A black beam strikes the spellcaster in the Sub-ether, momentarily powerful enough to show even across the Toum-var. 4. The spellcaster immediately takes on the mien of a skeletal, dead astronaut.

1 Lost, Failure, and Patron Taint!

2-11 Failure, Lost

12-15 Failure but the spell is not lost.

16-17. Preserve me in vacuum dust in a strobing flash of blacklight, the caster seems arrested somehow. Indeed, their bodies are now frozen at their present form and degree of development; while they do not appear to age, they will in fact continue to age normally. Further, modifications made to their form revert the following day to the default status as it was when the spell was cast. Note this this includes surgeries, cybernetic augmentations, and the like.

18-21 Augment the Aged – Never again will the caster blink; similar in some respects to Preserve me (above), this furthers their weird condition, temporarily arresting the effects of time upon the character at all. For the next 3d6+CL rounds, the caster is immune to time based attacks, death and shock effects, and if reduced to 0 hp, attempts to roll their body occur at +3. Furthermore, the caster will find themselves now forevermore immune to aging effects and similar attacks. The caster gains a permanent +2 to their natural AC

22-23 Void's flesh and void's bone – Wrapping themselves in the black of nothing, the caster renders themselves immune to the kiss of the vacuum, safely undergoing vacuum exposure and the resulting radiations and other effects as though they were protected and sustained by the proper gear and equipment. Vacuum, starvation, radiation, and other cosmic effects may be safely avoided and disregarded for the next 3d6 rounds. During that time, the spellcaster adds an additional +4 to AC and 1d6 additional Stamina which may be used to regain lost Stamina or spell burned as usual. Otherwise, this is as both Augment the Aged and Preserve Me (above)

24-26 Death's Endurance– offers patience and nearly unlimited stamina at price. Now treading the bleak shores of cosmic winter, the spellcaster calls on the elder necronauts of the black fleet to aid in their spellburn. This confers up to the spellcaster's full Stamina score for the purposes of Spellburn. However, this comes at the expense of a permanent reduction in the caster's STA or PERS score by two, which must be chosen immediately, and a permanent sacrifice of 1d3 hp.

27-31 Sanctuary of the Silent Void – for the next 2d6+CL hours, the void emanations of deepest intergalactic space enfolds the caster; they are immune to gravitational, radiation, heat, cold, and of course vacuum exposure or effects. This includes spell attacks like fireball unless the attacking spell exceeds the spell check result. In other respects, this is identical to Void's Flesh and bone below.

32-33 The decadent and wispy fingers of death tease the life from your very soul. The invoking character may resist energy drain, death effects, or attempts to parasite their mind or soul for the next 1d6 days, during which time they are protected by the effects of Sanctuary of the Silent Void (above). Perhaps now feeling hollowed out. You no longer need to breathe or consume nutrients, sustained as you are on the hollow of the void itself. Your dreams are no longer your own but instead the black chant.

34-35 Perhaps now feeling hollowed out...and converted. Similar to 32-33 the spellcaster is endowed with the mantle of a so-called *Vacuum knight*

+6 to hit, +6 to AC, +2d6+CL hp all of which are lost at the end of the duration. They may make an additional attack per round that that uses a scream attack. This scream attack inflicts 2d6+CL necrotic damage to anyone *mortal and living* who hears it. The scream has a range of up to 90' and may be heard even in then void. Starship detectors may think you are an arriving ship, however.

As a side effect the spellcaster no longer requires (but may indulge in) sleep. Regardless of patron taint the caster resembles a corpse by now, seemingly cold and lifeless even when in motion.

36+ Forever Riders in the Void – You have been transformed. You are now one of the *Yio Kushi* –*the mordwrati*; the desiccated vacuum lichs of the black fleet. Immediately the invoker's base AC becomes 20, and their bare flesh takes on a cold stony mien. The caster gains 3d6 hp, and functionally their STA becomes an 18. They receive a +4 bonus on all of their saving throws. the caster is forever more immune to gravitational, radiation, heat, cold, and vacuum exposure based spells or effects.

Their mere touch causes 1d6 as it imparts the chill of the grave to all mortal creatures, a trait which is extended to any melee weapon their carry or wield. Any critical hits they score, by any means, may also consult table (XX undead criticals DCC RPG PP 390-391) However, the Eternal drift calls. The round following (or at the Judge's option, when the current task is completed), the invoker departs to join the Black Fleet, cruising the forever.



The void fills me with much hate. I am hollow. You shall suffer for it.

IA IA IA Should Nazvegrvl rise –

The Judge should feel free to interpret this as apocalyptically – or not – as they like. At the least, something like the mother of all star beasts should rise from its imprisonment/slumber, likely shattering whatever passed for a planet around it's bulk. Soon thereafter a few stars on the Rim will ... violently move. (As part of the binding wards fading, these stars will be permitted to resume their normal orbits; the resulting fireballs will leave all worlds in the – at least three – star systems barren rocks of smoldering bedrock.

And most of the galaxy should experience an Obi Wan Kenobi level bout with painful gas.

Shortly thereafter the Black Fleet will stop responding to Patron invocations; consulting with oracles will reveal the fleet to be heading as one, at top speed, to the Rim.

Then it will vanish.

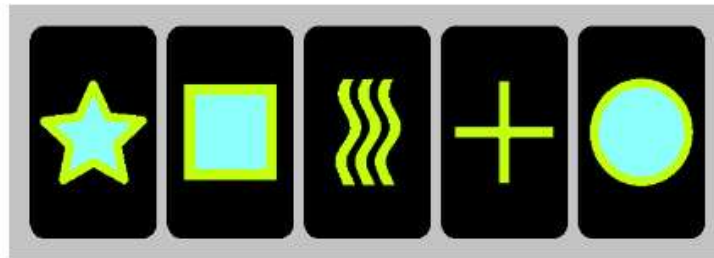
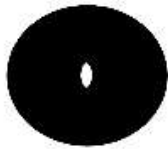
For a very brief time, the Fleet will be adrift in the cosmos, possibly many thousands of lights from last known, absolutely...empty.

It is at this point that basically everyone in the galaxy who has made the same deal as the invoker will feel a call. They will wrap up their affairs, suit up, and go to the fleet. Forever.

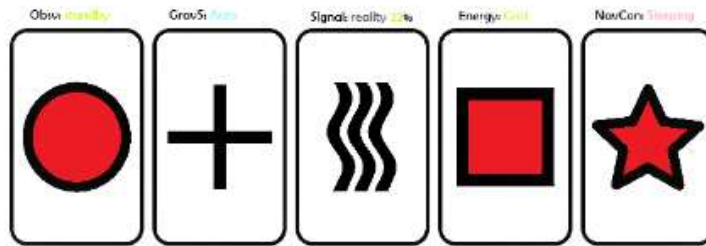


Of course, First Empire myth suggests that when Nazgrul wakes, the age will again turn. Might be a good time to whip out Colossus Arise in your DCC game. ;) Contrariwise, if anyone knows how to put the elder thing back it might just be the cleric of Great Cthulhu you have running around in your DCC game. There are precedents.

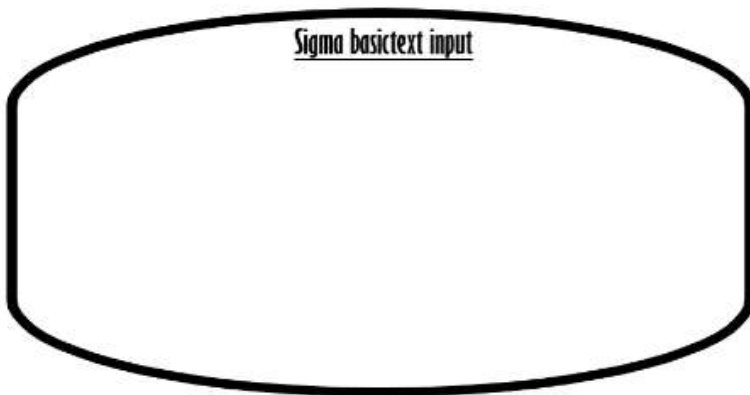
FAR BRANES : THE OTHERWORLDS



Splinterface
Ops
Reality
Curvature
Probability



Sigma basictext input



Systems Interface vl-1119vl87



The Noosphere

As much the information realm as the psychic realm of psi powers, the nearest of the Higher Worlds exists compressed upon the Aether (and vice versa) due to the tremendous spiritual and thought activity present within Imperial space. Likely the compression of the universal fabric also plays a substantial role in this greater state of planar communion.

The nearer Noosphere is dominated by Concepts important to the Empire. City, Civilization, Colonization, Exploitation, Reductionism, Plurality, and the like. And lording over them all are the Incarnations and the Archetypes. Beneath them the Philosophies, and the Movements scurry. The Interactions between the nearest Noosphere and the Empire itself however keeps the larger of these entities from manifesting save in the farther deeps of the Noosphere. Indeed, “*The Empire*” is a realm within the nearest Noosphere. (The Empire-sphere if you will) One might slip betwixt the two if one wasn’t careful.....

Other locations within the Noosphere are the *Ocean of Information*, the *Plains of Language*, the *Forest of Entheogenesis*, the *Starfield of Panspermia*, and The *Library of Destroyed Books*.

Farther away from material reality and the Empire-sphere, if one travels much deeper and ‘higher’ are the **Concepts** themselves, then the **Abstractions**, and the **Elusives**. Few return from voyages to such realms.

Noosphere beings found in the Sub-ether

The Lords of the Sub ether - Sometimes, an idea will accumulate so much power, so much stray attention and a correspondingly like amount of psychic energy will happen at just the right time and under the right circumstances. IF they persist long enough, they become vista-like spectacles floating through the first Sub-ether, bestowing involuntary visions of strange times and places upon those who encounter them. Many of these become what are known as Echoes (see below). Yet others persist even longer, absorbing more and more energy, faith, and belief that there comes a time when the sub-ether itself rumbles with the sudden birth of a new god, now awake, and animate, an elemental version of that from whence it came. Ancient and inscrutable history-memes, given form and sentience by a kind of psychic osmosis creates thousands of such beings, many of whom have their own sub-etheric domains and must, like the monsters on the seas of old, be placated if safe passage is to be obtained.

Throughout the galaxy, the sub ether swirls and ebbs, the strongest beliefs, faiths, and philosophies, coalescing into terrifying god sentience. The ancient and incarnate ideas, notions, terrors, and idea-wonders of humanity and millions of dead species before it, all swim in the sub ether, seeking to increase their power in the material universe. The Idea Gods are infinite and patient. Many of them have existed in tremendous otherworld Hyperspace Kingdoms for billions of years.

Civilian ships that approach the imperial core in the nearer sub-ether may be stopped by ancient gods of Ancient Teranaya’s radio shell; “Lucy,” and “Ethel” may intercept ships up to no good to see what they are about.

Geneering and Mindustry – The second empire's last war lives on in the Sub-ether in tiis 'living' embodiment of the memory of the Second Empire. An enormous two headed beast, constantly at war with itself. By turns rewriting its organic half and reprogramming/augmenting its cybernetic half this turbulent meme god creates a wake many parsecs wide in the Third Sub-Ether. Note that the older of the navigator families are known to maintain un-mind pulse beacons to both monitor the creature and ward travelers away.

Einstein - not the man but the culture memory, as it has swollen and distorted over the years, as his name has been whispered with every passing achievement taking the Teragen and their inheritors further and further out into Sub-space. Sometimes invoked by science-philosophers of the Imperial Science Academy to aid in conceptualizing n- and sub- dimensional topography. A known spirit capable of lingering on a noetic level. A Class VI daemon/inspiration entity per Imperial Grimoires.

8 noosphere locations

1. *The Well of Memory* – if you can find the Well then anything you can remember can be made real again.....but only while you remain at the Well.
2. *The Fields of Inspiration* – seeming infinite Godspoppy fields; beware the musae who freely hunt any material life known to visit such an exquisite place.
3. *The Cells of Pure Memory and KnowingFrustration*
4. *Rippling Subsurface Currents* Your own subconscious thoughts become clear to you. So clear they are made manifest. And so are that of all others. This is a place of forced self-awareness and madness. Some may slip into the Splinters easily from here.
5. *Denial* – the fastest way to exit the Noosphere rapidly. Takes the form of a turbulent downhill river with many forks, rocks, and falls. Eventually deposits those who brave the river's twists into a random location spilling them forcefully out into the Otherworlds.
6. *The Place where you lost That Which You Care about* – a dangerous cross-suprnal realm but an excellent jumping off point into the Fay chaos from the Noosphere.
7. *Godmaker Pools* (in the Distant Noosphere) – these strange multicoloured boundless pools of pure 'colour' (strange concentrations of primal noetic energy) periodically spout blobs of ink-like 'colour' that mixes and combines with the others, like various floating bubbles, until combining to form the first most nascent inner shell of a future Idea God. Those observing the process will presume that it takes an observed 1d24 days.
8. *The door into mythic times* – a conceptual region within the deeper Noosphere that seems to overlap or replicate (or represent) certain outer planes. So-called because as movements, and events in the material world cause turbulence and symbolic activity to rise within the Noosphere, sometimes a "door" will appear to open, unleashing new incarnated spirits from within. It is thought by some rogue scholars that in rare incidences, a combination of probabiltity, predestination, and folded time may create a somewhat more self-willed Incarnation than is normally the case. They *wish* to be more embodied in the material world and so go on very....adventurer like quests within the deepest most obscure parts of the Noosphere to achieve greater and greater material power.

Table Tulpa and Thoughtforms - things from the Noosphere (see Judges guide)

1. daemon
2. Zeitgeist
3. Memnotic Vores
4. Memento Mori
5. Splinter Ghosts
6. the Black Horde
7. Dataghosts

Blind and Infectious – noosphere memes

For the fairly typical Sub-etheric traveler, the greatest threat posed from the Noosphere are driven thoughtforms given a rough cunning and animal ‘sapience’ from accumulation of empathically charged plasm. **Memes.**

D5 Memes loosed from the Noosphere

1. *Mad Science* – at some point in every Scientific Career (those who pass through the Academy anyway) there is a directed and staged encounter with this meme so that successful imperial scientists will recognize it’s signs and the dangers....but it never quite seems to work out that way when one is deep in the fifth Sub-ether, 800 lights from said Imperial Science Academy and memes have got loose aboard. For the next (sub-ther depth)d12 hours an information contagious Mad Science meme will spread aboard the ship. All Imperial scientists who are so infected (Will save DC 15 + CL to resist) functionally act as a Scientist two levels higher than present for the duration, but all serving a single point of obsession. Anyone who gets in the way of their work is the enemy and must be stopped...or used as a test subject. Once the duration has passed, all will have a clear recollection of events though they may be at a loss to explain their actions. When this spreads aboard ship, the Judge should roll a d14. On 13, the meme is contagious to wizards as well with the same effect. On a 3, this meme is contagious to clerics (and any other divine emissary type class) with identical effects; the obsession is almost certainly to take the form of tyrannical zeal or other “righteousness” based activity. On an 8 this infects elves (or any spell casting creatures tainted by, or down with Chaos.) and adds 1 level rather than two. On a result of 1, the meme somehow infects psionic and telepathic circuits...and invades the ship’s computers thusly, possibly spreading to any Created life aboard. Have Fun! At the end of the duration, anything created with magic, psionics, or super science beyond the character’s normal ability to create will short out and cease functioning or lose its enchantment, etc. unless the character takes a point of Hubris or a minor corruption, as befits the character. Clerics recovering from the effects of this meme always increase their disapproval threat by one and must check for disapproval immediately.
2. *Doomsday* – the Apocalypse. Armageddon. The Final Battle. The End of Days. The Final Times. The Last Years. All is fallen and darkness. Those few of you who remain must do whatever is necessary to survive. Regardless all will soon die and then you will be JUDGED. The entire vessel is exposed to rampant Eschatology for d12 hours – CL unless they succeed at a DC 25–CL Will save For everyone else, social order and ship’s duties completely break down. If any Created life are on board they will introduce the effects to the ship’s computers, which.....is not good. Lighting and analog power systems will become flickering sparking messes and locally fire suppression systems may misfire. If the ship

utilizes an AI for navigation purposes it is highly unlikely they will ever return to Imperial space, let alone the material world. Roughly halfway through the duration the remaining survivors will find themselves mysteriously drawn to those few among them who are not being Memed. Those who have succeeded at the will saves and retain their freedom of action find their Personalities are boosted (temporarily) to 18 for purposes of dealing with the hordes of mad crewmates that will now fight each other to get to them. Likely a small handful of shipboard tribes will result if there are more than a single individual aboard who keeps their mind. If this goes on for 10 or more hours, then those who have retained their agency must make both will saves again. Failure of either creatures a delusion within their mind that the other free peoples are the enemy; heretics that must be destroyed. The crew could very well lose their ship, their lives, and the campaign this way. Be careful. At the end of the duration, all are “judged” those who acted in accordance with their alignment and or morality & belief systems gain 1d3 additional XP from the experience as they find they have a deeper understanding of themselves, their shipmates, and the universe around them. Those who acted otherwise may suffer long term trauma, in the short term

3. *WE ARE ONE* – Everything on board that thinks or feels emotions must (where applicable) make a DC 20 + (Sub-ether depth if applicable) Will save or be overwhelmed with tremendous feelings of “oneness and unity” with every single thinking or feeling being they encounter. The effects will linger for 1d30 hours. During that time, all will live as brothers, possessions and the need for rules will be eliminated and lots of people will get naked. Singing, dancing, and unauthorized cook fires may occur. When traveling through the ship’s various decks, gaggles of d5 crew members will be found engaging in ... frolicsome activities without a care in the world. A general air of the carefree will be rampant. Depending on the personalities involved this may be an awkward moment in the Ship’s story or a terrifying experience as everyone totally cuts loose, **WE ARE ONE!** (Hey Judge: this would be a particularly cruel time for the ship to be boarded or ghosts to get loose. Now you can blame the text.)
4. *SPACE – FINAL FRONTIER* A wave of exploration curiosity, wanderlust, and tremendous enthusiasm for the new and the strange washes over all organic crewmembers. This meme infects the whole of the ship’s population all at once but can be resisted with a DC 20 (+CL) Will save. Those who fail will attempt, in a reasoned and non-frenzied but committed manner, to plan, pack, and embark upon a Voyage of Exploration into the Unknown. Unless prevented, a ship in motion may find itself randomly altering course to a completely unknown destination in the Sub-ether. A ship in orbit or dock (somehow) will find it’s crew drawn back to “their vessel” and those aboard vessel will attempt to depart in smaller ship’s vessels or to plot a course and leave in the starship if that is possible. The only likely particular destination is any potential “shiny” (interesting for aesthetic or other purposes) galactic phenomena well beyond the Imperial border. Those so affected will travel at maximum possible (safe) velocity and will not relax sufficiency to achieve sleep until they have traveled beyond the imperial border (as they perceive it). Most ships set immediately for the nearest border into the relevant Beyond sector.
5. *The Dream of Ten Million Whales* – In the most ancient of days, the first Neo-Fins were uplifted somewhere in the Coalsack Nebula. After many generations of living in space, their descendants had to deal with a new phenomenon on first discovering a new water world – ancestral memories from before their uplift, from millions of years before their uplift, intrude upon the present, violently. The

shock of swimming free in water again sent nearly an entire generation into feral savagery as a mass frenzy of atavism claimed millions of them. Many uplifted species have atavistic traits to a lesser or greater degree, but this one overwhelms. Sudden intense needs for nakedness, water, speed, food and fucking overwhelm, higher thought twisted into a somewhat psychedelic experience (most organic humanoids hit with this would compare the experience to high doses of psychoactive) Throughout the call of the strange, urgent, familiar but sad song, calling out from the deeps, the darkest parts of the ocean, the ocean.....**Neo-fins** infamously space themselves in flight when this meme hits. But then so do other mammals. **Machine Created** experiencing this meme gain an experience point if this is their first time experiencing fleshy, instinct driven life. **Aquatics** however likely find the experience transformative or traumatizing. Or both. At least one Neo-Fin navigator has used this meme to project their starship into the Noosphere directly.



Noosphere quests - It is said that if you wish to know a thing bad enough, find the right people and embark on a spiritual/mental lore quest within the Noosphere. (Though it is easiest by physically translating/immersing into the Noosphere proper.)

(Judges might think of this as less a planar excursion but perhaps following something akin to a group Net run from certain Cyberpunk rpgs of the 90s? But with as much, or as little, conceptual dickery as your table can stand. Less Joseph Campbell more Philip K. Dick)

Who might do this?

Amnesiacs or those with holes in their memories.

Navigators seeking the coordinates of a world mysteriously removed from the secret Navigator registry

Anyone seeking definitive answers to truly ancient mysteries (millions + years old)

Beyond the Collapsing Universe

The **Toum-var** stretches across the many universes of the material plane, such that the Aetherium is the “other half” of many universe contained within (prime) material planes. Transit between these splinters is thus often affected by Gravity Drive or any intense gravitational field, be it colliding neutron stars or a black hole.

The Soul Roads and beyond

In the Deeps of the Sub-ether and the outer reaches of the Beyonds lay the Aetheric Roads. Here are stable pathways to the outer planes and other lands of the dead. Here Imperial parascience holds increasingly less sway; captains find that their choice of destination will ultimately decide ship's relevance and performance.

According to the Imperial Church, the Empire maintains a stable pathway to Hell and back. However, the toll for passage is not cheap. (see below) If a Captain or Navigator knows the way, Immense Chromatic Spirit Gates are said to exist in the deeps which lead to other planes of existence entirely.

REVISE FUCK OUT OF THE BELOW TO BRING THIS BULLSHIT UP TO CODE

Wheels turning within Wheels

If you are making use of a *Grande Wheelies* type cosmology, think of the Sub-ether as the ‘backdrop to the innermost planes of existence.

The Materium - the physical world; this particular prime material plane
The Aether - all of the etheric worlds

The Ethereal - the ‘other side’ the non-material, ‘spirit’ world.
The Deep Ethereal - that which does not correspond to any particular space in any particular material universe; the “ethereal plane” the Hypersphere, or the Superspace medium.

The High Ethereal - what other game systems call the Astral Plane

The **Sub-ether** - ‘Deeper’ (semantically also ‘lower’) ether penetration within the Ethereal used as short cuts between realms in the same prime material plane. Lots of overlap with the local Noosphere and other Conceptual Realms.

The **Noosphere** - the ‘idea realm’ that overlaps and grows outward from the prime material (however unevenly); the realm of concepts, ideas, and pure mind. Equal parts affected by movements in the Deep Sub-ether as well as Dream. Certain ancient races are known to have utilized the noosphere itself as a computing strata.

Dream - another conceptual realm

The Akashic Record - a far node in the Noosphere where the sum of all human knowledge is stored.

The dedicated wheelie enthusiast is directed to see also Black Branes (next page over) for one suggested way to make use of this to some degree

Folklore “Regardless, it is said of those who spend over much of their time in the Dooms, that in death some may be drawn back to that which so fascinated it in life.’

Branes of the Black Ledger - Circling the star Osil , on the planet of Irzibette, The Imperium maintains what the navigators call the Black Ledger, a list of the dooms and Otherworlds known to imperial parascience. A fully liberated astral form, if it knows the way, should be able to find its way to any of these destinations....as could a properly piloted and captained starship.

The Collapsing Universe

The Fundament

The Sub-ether

The Noosphere

Vitality

Negativity/the Negative Zone

The Million Shadows

The Elements (Wood, metal, void, fire, air, water, earth)

Cynosure

The Faery Chaos

The Dooms

The Clockwork Doom

The Hundred Thousand Hells

The Holocaust Doom of Gehennom

The Bleakscape of Sheol

The Queen's Doom

The Pandemonium

The Eternal Justice of the Most Wicked City (poss. A shadow of the long sought after Metropolis realm...)

Metropolis Realm – a shadow of the first city, and all cities in all worlds carry with it a whisper of its stink. Isolated both from time and space, as well as the common planes. A vast number of portals and apparent gateways exist in this deserted but strangely welcoming place. The twilight streets of the Metropolis are of a timeless architectural style that is both familiar and quite alien. No doors exist save within structures and few buildings are very tall (though there are exceptions); the whole of the place is seemingly full and fruitful but for the absolute lack of people. Rest here is uninterrupted and restful. Sleep is seldom hard to attain. There are never dreams though. In time this will begin to bother the character more and more even if they do not normally (consciously) dream.

Splinter seekers who 'error out' (esp. from exhaustion or injury) in attempting to go between can sometimes seem to default to this place. There are few mirrors within the Metropolis but the ones that are afford such an individual a voyage to literally anytime or anyplace. There are said to time lost relics and odd time-space detritus; lost time machines, free floating tesseracts, etc. they gather here like antiques and are slowly assumed to become 'part' of the place. It is thought the various portals and gateways, at least in part, derive from a similar process. At least one misjumping starship is said to have arrived here, and eventually scuttled their vessel and returned home through a portal. If true, there is an intact starship that has since become part of the city, whatever the implications for that might be.

Branes of Black –

the great vortex of the higher and lower branes of the infinite omniverse

The known branes of existence

Each of these once translocation has been achieved are functionally separate paraphysical spaces, of no more, or less, reality (or even “reality” than their own universe.

The Higher Worlds and the Via Dooks - Deep Voyages

Ships can and do travel along the soul roads of the deep Aether, most often on imperial business. The ultimate destination of those Aetheric pathways are the Dooks.

The dooks are those realms of the omniverse that “have a plan for souls.” Any cosmological destination for souls, spirits, or other formerly living beings possessing soul-like connections to the All. Afterlives, hells, heavens, whatever their hustle, it's here. Dooks here are not a cheeky statement - a soul so committed to one of these supernal realms has, cosmologically, opted out of the game of free will. To some, this is the point. To others, anathema.

But changing your mind posthumously is far far too late.

Sympathy Roads of The Deepest Aether; D14 table

Fundament - The seven quantum shells of the primatarium

Fundament - The million shades

Fundament - the 999 Yangdoms

Fundament - the Negative Zone of the Yin

Doom - the 100,000 hells

Doom - the Eternal Justice of the Most Wicked City

Doom - the Clockwork Doom of Endless Unavoidable Time

Doom - the Queen's Doom

Doom - The Holocaust Doom of Gehinom

Doom - the Ash Garden of Sheol

The faery chaos - Madness, Change, Enchantment

Cynosure

The Great Abyss – the Doom of Freedom; “The Freedom of Meaning.”

The Pandemoneum

The Dooks

Dooks – any supernal, extradimensional, far terrestrial, or other realm where souls are drawn after their death. Afterlives, but most are much weirder than that. May or may not track to the Great Wheel cosmology, as that is useful to you.

Some of the Dooks include The Hells, the Wicked City, the Realm of Order,

The dooks are those realms of the omniverse that “have a plan for souls.” Any cosmological destination for souls, spirits, or other formerly living beings possessing soul-like connections to the all. Afterlives, hells, heavens, whatever their Hustle, it's here. Dooks here are not a cheeky statement - a soul so committed to one of these supernal realms has, cosmologically, opted out of the game of free will. To some, this is the point. To others, anathema.

Directions in the Dooms

Are relative to the "Double Poles" of ethics and morality -
Tyranny (Order), Mutation (Chaos), Malevolence (evil), Benevolence (good)

Three of The Major Dooms

The 1000,000 Hells

By far one of the largest, the oldest, and best organized, of all the Dooms. Millions of dead universes worth of the damned toil endlessly in hell's crusade - the infernal plan for the advance of ultimate order in all.

Colossus the hell computer, a vast supercomputer made of trillions of soul circuits, responsible for charting the next 6 Millennia Plan, and unlocking the hell secrets hidden in hell's census: an attempt to catalog every soul in existence. In hell, it's logic reigns supreme, save where it interferes with the collection of souls.

Over them all is *Leviathan, the First and the Last, ultimate arbiter of law and punishment* and so is honored in the Empire as one of the six immortal sponsors of civilization.

The Eternal Justice of the Most Wicked City

Sometimes called Acheron; **A sprawling urbanscape made of the worst parts of every city that ever was, presided over by a constantly changing array of Princes, Devils Rakshasa Lords, rogue demons, and exceptionally harsh units of the Clockwork Inquisition; law and order reigns supreme here no matter what, regardless of the toll it takes on the souls within. Many of those within are not yet aware that they are dead, the conditions of their material lives were so squalid. AS above, so below. Thanks to Hell's nearby influence, the Princes of the Wicked City recognize efficiency where they find it. If one lives in hell like conditions, easier to simply bring them with the soul with they die.**

Concordiat, The Clockwork Doom

the clockwork heaven (aka Utopia fka Axis, Mechanus, Nirvana)

The Clockwork Doom that is Endless Unavoidable Time

Here, Time's Gears grind out the fate of souls, worlds, and galaxies alike. The whole of the plane appears as a massive clockwork and steam difference engine, keeping perfect time, which it inflicts else in the all.

"Squealer told them that the pigs had to expend enormous labours every day upon mysterious things called "files," "reports," "minutes," and "memoranda." These were large sheets of paper which had to be closely covered with writing, and as soon as they were so covered, they were burnt in the furnace. This was of the highest importance"

- Animal Farm, Chapter X

3 Notable Supernal Courts of the Dooms in the era of the later days

Hell – the **First Court of Leviathan Lord of Hell** is a formality and includes as a concern...all of hell in its ranks.

Infernal note on the Imperium – of all the material realms, hell enjoys free travel throughout the planes of Imperial space, both material and throughout its Sub=etheric and noospheric reaches. Indeed, there are many hidden pathways known only to hell that offer quick and rapid transit across the reach of imperial space and time, interlaced with great complexity and equal subtlety into and through the spiritual superstructure of the imperial noosphere. Devils and those in hell's direct service on business or errands involving the Imperium commonly use such secret vortices as steppingstones, advantages, and rapid transit systems. Strangers in these secret wormholes will not be challenged, not at first, but if it becomes a recurrent phenomenon someone will ask questions.....

The **Exquisite Abyssal Scarlet Court** is a swirling and chaotic miasma of violence, betrayal, assault, and terror but also transcendence, elevation, transformation, and procreation. At the perfect intersection of the absolute maelstrom of purest chaos and the fundamental meaninglessness of things, demons, the damned, and the demented make their way through this everchanging, unending inner darkness. By tradition, Lilith Queen of Hell reigns supreme over this, Her Most Scarlet Court.

Within certain of the Outer Abyssal realms, Her 'granddaughter' Tamarah reigns as princess of demons in her own court. Traffic between the realms is frequent and cordial.

The **Seven Subtle Ministries of Heaven** quite literally look down upon the realms of the omniverse from the peaks of seven impossible mountains each Perfect in Form, Set, and Measure. Ascendancy or even comprehension of this realm by most mortal minds is impossible.

From Appendix G to N: Religion and Religious themes in Science Fiction

Dune, Dune Messiah, Children of Dune and God Emperor of Dune

Are arguably the gold standard for any discussion of the role of religion in SF. I would suggest that Dune Messiah and God Emperor are the most abundant with ideas in this regard. Frank Herbert frequently made use of religious themes in his SF and this was not confined to Dune (the Lazarus Effect, Jesus Incident), Other especially good treatments include the Bajoran faith from Deep Space Nine (the Prophets and their Emissary, Captain Ben Sisko, who plays the Reluctant Cleric to the hilt)

Look to the rebooted **Battlestar Galactica's** treatment of *Gaius Baltar* for ideas as to how a Chaotic Agent could fit into a game set amidst civilization and it's works while still being set against them. (The show also provides an interesting view of a modern/futuristic but polytheistic society.)
(Fans of the original will find that the elders of all the colonies apparently had divine powers, though Adama only shows them off when plot important. Or when the Devil is aboard the Fleet. Say what you will about the original BSG, *War of the Gods* manages to convey a sort of biblical overtone¹⁸ to the whole thing in a way that the show itself often sought but largely failed at.)

The largest part of the **Phil Dick** canon deals with religious themes, sometimes exclusively, as in the *Transmigration of Timothy Archer*, or VALIS (Radio Free Albumeth is better though), or amidst a dizzying array of SF tropes (*The Three Stigmata of Palmer Eldritch*, *the Divine Invasion*, *Ubik*)

C.S. Lewis, CS Lewis in particular Out of the Silent Planet, though Narnia's Aslan remains the most recognizable Christ-as-ongoing-fictional character in modern fantasy media

AS to other Appendix N masters,

While religious occurs with remarkable frequency in the Appendix N canon, more often it is regarded with suspicion and often derision. Those seeking more dedicated religious themes may find these unsatisfying. To them I will direct you to Moorcock's Behold the Man, and then run like hell. (Ain't I a stinker?)

As well as *3 Hearts and 3 Lions*, **Poul Anderson**. Essential reading for DCC full stop. Also of interest, on theme, that may be of some amusement or inspiration to you

Anderson's High Crusade (perhaps especially)

Gods of Mars and Synthetic men of Mars by Burroughs,

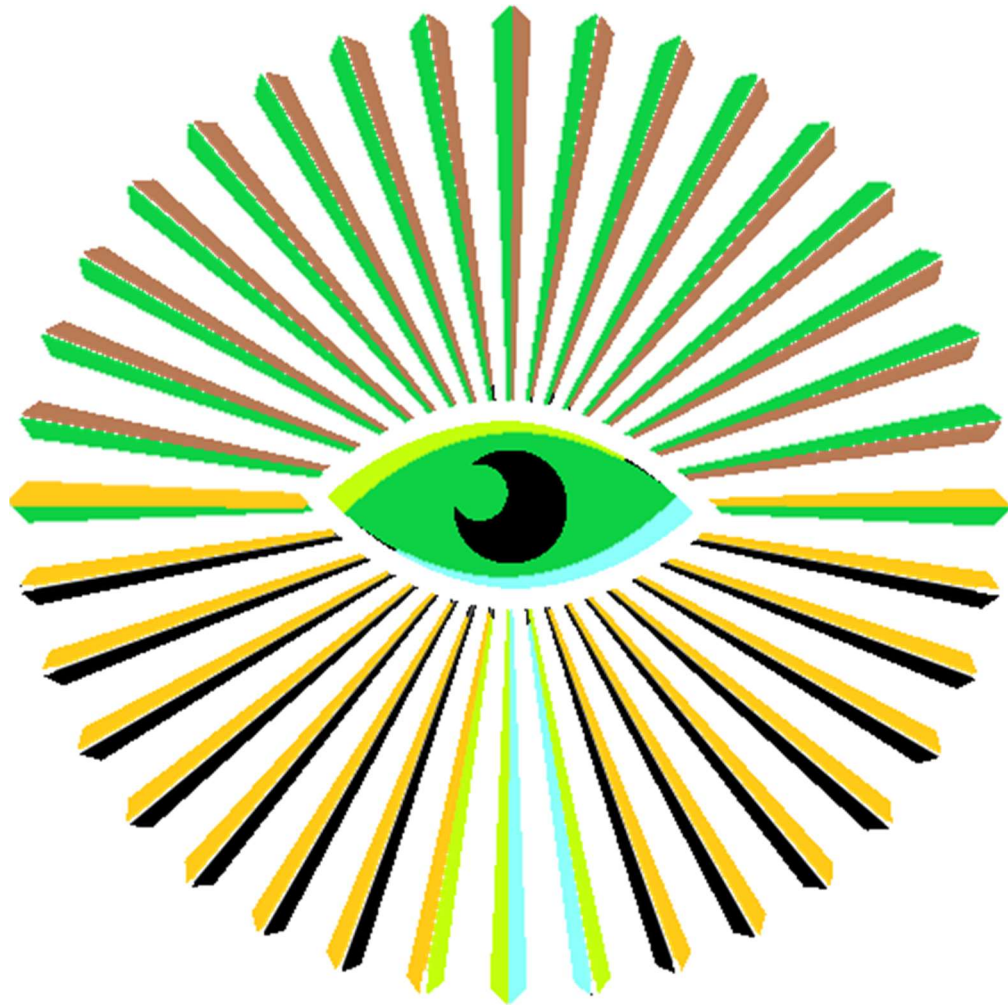
Lean times in Lankhmar (among others) by Leiber

Eye of Cat by Roger Zelazny

There are others, naturally, but these should provide a good starting point. Enjoy your reading journey! And remember,

¹⁸ But that's what happens when you cast Patrick MacNee

THE EYE OF THE ALL



FATHER IS UPON YOU

GALAXY

BLACK



Imperial Book of Common Prayer