

**The Big Honking
Crossover
Or
Combo Platter No. 5**

By Quirk

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Table of Contents

Introductory Materials

IM.1: Introduction - 4

IM.2: How to Play - 4

Timeline

Era 0: A Proper Story - 5

Era 1: You're Gonna Go Far Kid -7

Era 2: Cats on Mars - 16

Era 3 Ain't No Rest for the Wicked - 19

Era 4: When the Levee Breaks - 21

Era 5: Every Planet We Reach Is Dead - 22

Era 6: New World Order -23

Era 7: The Emperor Arrives - 25

Epilogue: Setting Sail, Coming Home - 29

Species

Era 0 – 30

Era 1 – 35

Era 2 – 40

Era 3 – 49

Era 4 – 51

Era 5 – 54

Era 6 – 57

Era 7 – 59

People and Things of Note

Era 1 – 64

Era 2 – 90

Era 3 – 100

Era 4 – 104

Era 5 – 107

Era 6 – 116

Era 7 – 119

GM Notes and Appendices

GM.1: Da Rules - 131

GM.2: Paranormal Terms – 131

GM.3: Ordering of the Universe -133

GM.4: Fears – 133

GM.5: Incubators – 142

GM.6: Alchemists of Note – 143

GM.7: The Spiral Knights – 144

GM.8: Minor Alien Races – 144

GM.9: Anti-Spirals – 146

GM.10: Notable AUs – 149

GM.11: Notable SCPs – 150

GM.12: The Sol System -151

GM.13: Paranatural Institutions – 152

GM.14: Angels – 154

GM.15: Tech Advancement Tiers - 159

GM.16: Glossary - 160

GM.17: Odds and Ends - 160

Introduction

This is the part with the obligatory “What is roleplaying?” segment. I’m going to presume that you already know what roleplaying is, as you’re reading this in the first place, so how about we skip that, eh?

This setting...well, it sure is a thing. Quite a lot of things, actually.

So get out there and enjoy it.

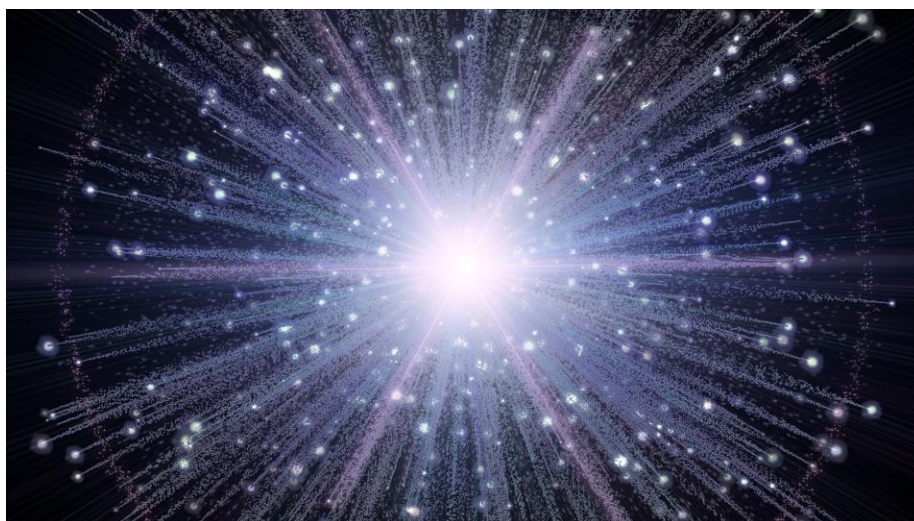
Feedback, questions, comments, contributions, hate mail, and so on and so forth may be sent to:

bhc.mailbox@gmail.com

How to Play

The BHC is meant to be played using any generic, narrative or freeform system you would wish to use. FU, *Lady Blackbird*, GURPS, Mini-D6, Chaosium Basic Roleplaying, whatever you think is best for the type of game you’ll be running, and where in the timeline you’ll be running it. A dedicated system will appear in a later version of this document, so for now it’s the setting only.

History



Era 0: A Proper Story

“A proper story’s supposed to start at the beginning. It’s pretty simple with this one.”

- Rucks

The Valar, the First Ancestral Race, came into being at the dawn of the universe, godlike in their mastery of spiral power. With this great creative power, they set about shaping the cosmos.

However, there was one among them who feared this power, and doubted that the Race could. Melkor, one of the highest of the Valar, doubted that the Race could properly control their power. It feared the Spiral Nemesis, the point at which spiral energy would be so great that it would collapse all of existence into a singularity from which it would be impossible to escape. Melkor and its followers called themselves Anti-Spirals, and launched an assault on their kin for control of the universe. While the Race had great power, they were beings of peace: Eventually, the Anti-Spirals triumphed, though their losses were great and they were now only a fraction of the strength that they once were.

However, the great plan of the First Ancestral Race was revealed in their defeat. Before their destruction, they had scattered the Seeds of Life throughout the cosmos, preparing the way for the rise of other life forms, the Angels and Lilim, who would in turn find a way to defeat the Anti-Spirals. Being too weak to combat this threat to their dominion directly, the Anti-Spirals created the Reapers, a race of sapient starships, in order to destroy the Angels and harvest any Lilim races that became advanced enough to begin on the path to spiral power.

So then, the cycle begins.

Era 0.5: Shortly after the Beginning

13.75 ± 0.11 Billion B.C. – The universe is created. It is unknown whether this correlates to the creation of the multiverse, or if base reality was created a later time.

Prior to 4 Billion B.C. – The Reapers purge the vast majority of Angelic races directly over the course of millions of years.

It is during the period after this conflict that they create the Citadel and Mass Relays to entrap Lilithian races.

c. 4 Billion B.C. – A surviving Adamite Seed lands on Earth, causing First Impact. It is damaged during the landing and reverts to stasis.

c.1.5 Billion B.C. – A Lilithian Seed arrives on Earth, and begins to spread LCL into the environment, thus creating the first life-forms on the planet.

c. 1 Billion B.C. – A small group of Elder Things escape their harvesting and manage to settle on Earth. They maintain a simple civilization outside of Reaper attention for several cycles before they are destroyed by the rebellion of their shoggoths.

c. 150 Million B.C. - The Great Race's influence on Earth reaches its height.

c. 100,000 B.C. – **Forerunner Extinction** - The Forerunners discover the Flood, and are nearly consumed completely by it in a lengthy conflict. The AI Mendicant Bias makes a bargain with the Reapers, bringing down the Maginot Sphere defenses and opening the Forerunners for harvest in exchange for the purging of the Flood by the Reapers.

c. 50,000 B.C. – **Prothean Extinction** - The Prothean empire is destroyed by the Reapers. Unlike previous cycles, the Protheans discovered the connection between the Reapers, mass relays, and Citadel, and so set about making preparations for the next cycle to defeat them. These include maintaining two safehouse worlds (Ilos and Eden Prime, both of which fail), uplifting the hanar, modifying the asari for biotic competence, and leaving information caches near planets with developing races, such as Earth, Palaven and Sur'kesh.

c. 30,000 B.C. - **Eridian Extinction** – The Eridian cycle was unique in two ways: firstly, the Eridians had made use of neither the Citadel nor Mass Relays due to an innate sensitivity to spiral power: this required immediate extermination on the part of the Reapers. Secondly, the assault on the Eridian civilization was led personally by an Anti-Spiral known as Phil the Destroyer. While the Reapers were successful in wiping out the Eridians, the Destroyer was sealed within the Pandoran Vault by the High Guardians.

1st Era: You're Gonna Go Far, Kid

The first era is a single story of many thousands of stories, but it is a relevant one nonetheless. This is the story of humanity in the cradle, and the struggles of growing up and leaving home. There is plenty of opportunity here for plots and intrigue and action and adventure here.

c.10,000 B.C. – The Ikana civilization begins construction of the Stone Tower at Göbekli Tepe.

8902 B.C. – Sauron, an Anti-Spiral messenger, appears in records for the first time around this date. Also featured is the One Ring, an incredibly powerful artifact created by Sauron.

7183 B.C. – Numenor, a human civilization on the coast of Spain, is destroyed by a great flood. Some records indicate that this was caused by Sauron.

7061 B.C. – Sauron is defeated for the first time by an alliance of the prehistoric civilizations of Europe. The One Ring is lost.

4120 B.C. – The One Ring is recovered by one Bilbo Baggins, a hobbit.

4042 B.C. – The kingdoms of Gondor and Rohan unite against Sauron and the forces of Mordor. The War of the Ring is fought. Sauron is defeated for the last time with the destruction of the One Ring in the fires of the mountain Orodruin

c. 2500 B.C. – King Gilgamesh builds the great walls of Uruk.

1194 B.C. – The Trojan War begins between the Greek city-states and the great city of Troy with the kidnapping of Helen, princess of Sparta.

1184 B.C. – Troy falls to a ploy by the Greek general Odysseus. An elite group of soldiers is smuggled into the city by hiding within a giant wooden horse, left as a false offering of surrender. The soldiers within open the city gates while the Trojan forces rest from their victory celebrations, letting the Greek army in to ransack the city.

1174 B.C. – After ten years of delays and setbacks, Odysseus returns home to Ithaca.

c. 400 B.C. – The Book of Ishvala is compiled.

c. 300-600 - The island kingdom of Hyrule flourishes off the coast of Europe, under a triad of Hero, Queen and Sorcerer, all of whom are supposedly immortal or reincarnated (remaining texts are unclear)

624 - Hyrule sinks in an unexplained cataclysm. The refugees settle the coast of France.

c. 750 -790 - Jabir ibn Hayyan publishes works on alchemical theory, forming the basis of the works of Abdul Al-Hazred. His most notable works are in regards to creation of homunculi and on the principles of alchemical circles: While neither of these techniques were perfected within Hayyan's lifetime, he was remarkably accurate with his theories.

858 – Abdul Al-Hazred details the use of the alchemical circle and begins his work on compiling the *Necronomicon*.

893 – Abbess Germaine and Martin the Warrior (later St. Martin the Great) found Redwall Abbey near St. Ninian's parish in Mossflower Wood, in what would become the border region of Merseyside, Lancashire, and Greater Manchester counties.

982 – King Arthur and his Knights of the Round Table set off on their quest to find the Holy Grail. They don't, but they do start running gags that lasted throughout history.

1039-1042 – The notorious thief Robin Hood is active within Sherwood Forest, Nottinghamshire.

1191 – **Assassin's Creed** – The Adamite Apple of Eden is discovered by Altaïr Ibn-La'Ahad, a member of the Syrian chapter of the Brotherhood of Assassins. He manages to keep it out of Templar hands, goes on to become Grand Master of the order, and keeps the Apple sealed in the vault at Masayf.

1385 – Nicholas Flamel founds the *Collège de l'Alchimie* in Paris. During this period he is also credited with the creation of a flawed, though still functioning, Philosopher's Stone.

1476 – Princess Pesca of Mycocea is kidnapped by King Bousair II, "Dragon King" of France. An international crisis is just barely avoided when she is rescued by one Mario, an architect of her home palace.

1499 – **AC: Brotherhood** – Ezio Auditore da Firenze, a member of the Brotherhood, finds the Lilithian Apple of Eden, which had been in the possession of the Vatican.

1511 – **AC: Revelations** - Ezio Auditore opens the vault of the long-abandoned castle at Masayf, only to find that the Templars had stolen the Apple from it centuries before.

c. 1650 – The samurai Jack combats the "demon" Aku. The temporal distortion caused during the fight causes a breakaway timeline riddled with anachronisms.

1711 – A group of alchemists aboard the America-bound ship *Advena Avis* manage to successfully create the first true Philosopher's Stone and implantation homunculi.

1830 – The 12th Warehouse is built in London.

1839 – **Amnesia: The Dark Descent** – A young man named Daniel wakes with no memories in Brennenburg Castle in Prussia. As he explores the castle, he discovers the brutal experiments carried out by the castle's master, Alexander of Brennenburg, and his alchemist cohort Heinrich Cornelius Agrippa. Apparently the two had discovered an anomalous object of great power. Daniel kills Alexander and destroys the Orb: the castle is left fallow for almost a century until eventually falling into the hands of the Foundation.

1850 – The rivalry between Redmond and Blutarch Mann over the lands left to them by their industrial magnate father Zephaniah Mann breaks over into open combat between teams of mercenaries.

1870 – **Zoofights III** – The Society of Zoological Pugilism manages to flatten Whitechapel in fighting the abomination From Hell created by Jack the Ripper. Oh the Huge Manatee!, Steamcrab, and Bisonsdreadnaut are declared posthumous winners

1878 – **Rurouni Kenshin** – The masterless samurai Himura Kenshin (formerly the famed assassin Hitokiri Battōsai) defeats Shishio Makoto's cabal, preventing the downfall of Kyoto.

1890 – Radigan Conagher, an engineer under the employ of Blutarch Mann, is instructed to create an alchemical device to extend Blutarch's life without turning him into a homunculus.

Zoofights IV begins. Unfortunately, the tournament is put on indefinite hiatus after three months, due to unforeseen complications in the form of the sudden deaths of Stockbridge and Barrington, the whiskey magnates funding the competition.

1891 – **Sherlock Holmes and the Game of Shadows** – Sherlock Holmes begins investigating a series of anarchist attacks and unusual happenings across Europe, believing them to be linked to the shadowy organization known as Marshall, Carter and Dark. Two members of MC&D are uncovered: Lord Blackwood, and Professor James Moriarty, as well as evidence of a plot to fuel world war in Europe for the purposes of war profiteering. The plot includes the bombing of a Swiss peace conference, the murder of the British parliament, and the dispersion of dangerous anomalous artifacts to the opposing parties, with Marshall, Carter and Dark and Moriarty's war materiel manufacturing base rising in power. While the plot was foiled and Blackwood and Moriarty were killed, Holmes' body was never found.

1894 – The Life Extension Machine is completed. At the behest of the Administrator of TF Industries, accompanied by a substantial reward, a second machine is built and given to Redmond Mann.

1897 – **Dracula** – Count Dracula's attempt at bringing his reign of terror to England is thwarted by Jonathan Harker and Professor Abraham van Helsing. Dracula himself was believed to be a paranormal entity of some significant power.

1914 – The 13th Warehouse is built in the wastelands of South Dakota.

1914-1917 – **Fullmetal Alchemist** – War breaks out in Europe, sparked by Germany's invasion of France. The conflict ends when the so-called Father of Homunculi is defeated by Edward Elric during the recapture of Berlin.

1927 – The United States military carries out a raid on Innsmouth, Massachusetts. The entity "Dagon" is contained and designated Subject-01 (later SCP-023-D). Delta Green is formed as a result of the raid, in order to better contain paranormal entities in the future.

1928 – **At the Mountains of Madness** – A Miskatonic University expedition to Antarctica uncovers the long-lost city of the Elder Things. No return trips are made between the city's discovery and its destruction

1929 – **Problem Sleuth** – The investigative trio of Peter Stewart, Anthony "Ace" Demarco and Patrick Irons take down notorious Chicago mob boss Daniel Matthew Kelly. The byzantine labyrinth of alliances and agreements that upheld Kelly's empire devolves into the American Mob War as the Felt and Midnight Crew gangs squabble over the remnants of Kelly's empire.

1930-1932 – **Baccano!** – The American Mob War comes to a head with the Martillo family's breakup of the Bootleg Alchemists, the Battle of the Flying Pussyfoot, and the Runorata/Gandor war.

1937 – Nikola Tesla, an engineer working for Builder's League United, creates the first working proto-type of his death ray. Unfortunately, the device is of such cost in materials and power that it is judged unusable.

1939 – Germany under the Nazi regime invades Poland, starting the Second World War in Europe.

1941 – Pearl Harbor is attacked by the Japanese, bringing America into the war

1945 – Berlin is captured by the Allies: Germany surrenders. Atomic weaponry is first used on Hiroshima and Nagasaki. World War II ends. The United Nations is established.

1946 – Andrew Ryan begins the construction of Rapture. The SCP Foundation is formed with the union of numerous prior groups, and subsequently removes itself from government control.

1948 – The English Socialist Party (IngSoc, The Party) takes control of Great Britain, renames it Oceania, closes the borders, and cuts all contact with the outside world.

The slugs that produce ADAM are discovered by Rapture scientists, and the first plasmids begin to be developed.

1950 – The Homunculi Rights Act is passed by the United Nations, granting human rights to all homunculi.

1951 – The construction of Rapture is completed.

1961 – **Bioshock** – Andrew Ryan and Frank Fontaine are killed, and the Little Sisters are recovered from Rapture by the Man Jack. All sources of ADAM are recovered by the SCP Foundation.

1976 – The **Carrie** Incident – A high school girl goes berserk after falling victim to a cruel prank, slaughtering her whole class and many teachers with anomalous abilities before containment. The incident and study of the subject led to many new advances by the SCP Foundation in how to monitor the general populace for those with similar qualities.

1977 – Tai Yong Medical is founded in Shanghai as a prosthetic limb corporation. It quickly advances to the forefront of medical and military augmentations.

1982 – Contact with a sapient extraterrestrial race is made when the poleepkwa arrive on Earth on March 3rd. The world's major nations open up settlements of asylum for the refugees.

1984 – A failed plebian rebellion occurs in England. No news of this reaches the outside until after the Party's collapse.

1986 – A small group of childhood friends return to their hometown of Derry, Maine, and reportedly eliminate an entity that is only ever identified as **IT**. Foundation forces monitor the town for activity for the next twenty years, but no significant phenomena are ever reported.

1988 – **Zoofights VI** is held, ending in a climactic battle in downtown Manhattan between Vighneshvara, Armour Dio, and Hardcore Prawn II, with the Prawn's victory won by a series of deadly dirty plays.

1990 – The United States becomes the first Earth nation to offer citizenship to the Poleepkwa.

1991 – First reports of "The Spider-Man" in New York City. His appearance marks the first significant humanoid SCP vigilante, though some have been rumored to exist before him.

Trilby: The Art of Theft – A young cat burglar begins to make quite a name for himself in Britain.

1994 – **Earthbound/Mother 2** – A group of kids manage to single-handedly defeat the Anti-Spiral Giygass. Nobody knows about it until a biographical video game is made a year later.

1996 – Work begins in secret on a series of Japanese combat chimera. There are rumors of illegal philosopher's stone modifications, but nothing is ever confirmed.

1997 – **Castlevania / Hellsing** – Dracula returns after a century of rest, this time in the form of Alucard and under the control of the Hellsing organization. He is put back into his grave by Simon Belmont and Dr. Kondraki of the Foundation.

The Chzo Mythos – “Trilby’s Notes” – An investigation by a British-based Foundation affiliate into a site on an island just off the coast of Wales goes horribly awry, nearly costing the life of the agent sent there. First documentation of the PRE known as “Chzo”, whose cults would prove to be a persistent problem for years to come. Reports of Slender-Man activity are investigated but never verified.

1998 – The Party collapses after the destruction of the Ministry of Love by the anarchist V and widespread uprising led by the Vanguard. England’s borders are opened for the first time in fifty years.

GLaDOS goes rampant and kills the entire staff of Aperture Science, sealing the facility off from the outside.

The “Black Mesa Incident” occurs at Foundation Site 51. Foundation scientists manage to open a portal to the Xen borderworld, which promptly collapses. So-called “portal storms” appear world-wide for the next twenty-one months, spitting out various Xen-native life onto Earth. Contact is made with the vortigaunts. The Black Mesa facility is destroyed completely after the detonation of the on-site warhead.

2000 – A SEELE-sponsored contact experiment between the Adamite Apple with its parent Seed is carried out in Antarctica. The Second Impact occurs, killing upwards of five hundred million worldwide. The RED/BLU mercenary war “officially” ends.

Fragments of the True Dead Sea Scrolls leak to the populace, leading to the formation of various Angel-worshipping cults.

2001 – The portal storms end, culminating in the arrival of the Combine. The Valentine Treaty is signed, ending open post-Impact international hostilities and granting the Combine the position of planetary overseers. Dr. Wallace Breen is selected as the human representative to the Combine. The first rumors of the “Japanese Wasp Woman” begin to circulate. Medical Mechanica opens its doors.

2004 – **Yume Nikki** – A Japanese girl commits suicide by jumping from a fortieth story apartment. Her recovered journal is considered the best study of the dreamworld thus found, and is spread through academic circles.

2005 – **Death Note** – A student from To-oh University finds a notebook possessed by a powerful entity of unknown origin. Over the course of several months, dozens of deaths of prominent criminals worldwide occur: they are eventually linked to the student, one Light

Yagami, by a squad from the FBI's Behavior Analysis Unit, lead jointly by agent Jason Gideon of the BAU and the enigmatic detective L. When finally captured, Yagami was himself killed by the entity before he was able to be prosecuted. The notebook was recovered and brought to GEHIRN for study.

Zoofights I is held. There is no official champion, due to the sacrifice made by Sega Gorillesis to defeat the Swanmass.

2006 – Japan's chimera weapons program is shut down, and most of its results are made public. Preliminary subjects are redesigned and released to the public as pets and assistants under the brand name Pokémon.

Zoofights II is held, and turns into an unmitigated disaster after members of the audience are brought in as combatants during the semi-finals. The tournament stalls, collapses, and remains unfinished.

2007 – Sarif Industries, the only American augmentations manufacturer, is founded in Detroit by billionaire philanthropist David Sarif.

2008 – **John Dies at the End** – Things are getting really, really weird in [Undisclosed], Indiana.

2009 – The SBURB Beta is released, coinciding with widespread (though small) meteorite impacts. There is a mass SCP-008 outbreak in the United States (colloquially referred to as the "zombie plague". The MARBLE HORNETS tapes appear on the internet verifying the existence of the Slender Man, though the general opinion is that such records are be clever fakes or instances of other phenomena.

2010 – The SCP-008 outbreak is crushed by the US military and re-contained by the Foundation. During the outbreak, Rick Grimes, a small town Georgia sheriff, rose as a local hero and would notably go on to become the 45th President of the United States.

The Seleção Initiative begins in Japan, sponsored by SEELE in order to find appropriate candidates for initiating the Human Instrumentality Project.

2011 –The memetic plague of PONIES hits full swing. NERV develops the first successful prototype of an LCL mind storage unit.

LIMB (Liberty in Mind and Body) International is founded to provide support and payment for augmentations for those who are in need.

2012 – **Chronicle** – A Keter-class containment breach of the SCP Foundation results in 3 teenagers acquiring telekinetic and mental powers. Millions of dollars in damages are done to the larger Seattle area. Two of three are confirmed dead, the third is MIA.

The Pony Underground creates the first pony-homunculus.

Operation: Avenge – SCP-076-B “Abel” escapes from Foundation containment and raids a Brotherhood commune, stealing the Lilithian Apple of Eden. He begins accessing its powers in an attempt at transcendence, but is stopped by an Foundation task force notable for containing SCP-073 “Cain”, Captain Steve Rogers (a WWII era combat homunculi), Bruce Banner (the first subject of Forced Evolution Virus testing), Tony Stark (inventor of the “Iron Man” mechanized combat suit), Natalia Romanova and Clinton Barton (members of the Brotherhood of Assassins), all under the command of Dr. Alto Clef. Abel is defeated before causing massive casualties, and the event is swiftly and effectively covered up. However, the Apple is recovered by agents of the Abstergo Corporation, and so falls into the hands of SEELE.

2014 – To-oh University produces a prototype capture device for Pokémon using Poleepkwa biomechanics. The Sylph Corporation is founded to continue research on producing such devices for zoos and miscellaneous Pokémon handling.

2015 – A group of Angels, supposedly spawned by the Adamite Seed, appear in Japan, seemingly aimed towards NERV headquarters. This coincides with the death of Dr. Wallace Breen and the following blackout of the Combine Overwatch. The Angels are defeated by the combined efforts of the SCP Foundation, Miskatonic University, and NERV’s EVA project. Tokyo in particular is heavily damaged by the attacks.

SEELE attempts to initiate their Human Instrumentality Project, which is contained within the Geofront by the actions of Dr. Yui Ikari. Gendo Ikari is elected UN Security Chief. Large numbers of Pokémon escape into to the wilderness of Japan, and several powerful military variations breach containment.

Also of note, a physics professor and his young assistant are apprehended in the U.S., claiming to be “Time travelers from the not-so-distant past.” Their vehicle, a DeLorean, was investigated by the SCP Foundation for a total of three days before the pair inexplicably managed to escape, steal it, and seemingly vanish into thin air. (**Back to the Future Part II**)

2019 – **AKIRA** – A minor Instrumentality is caused by a leftover candidate from the HIP. Tokyo is flattened for the last time.

2020 – Feral Pokémon have established stable communities and ecosystems throughout Japan. Catching and training wild Pokémon has become somewhat of a rite of passage amongst Japanese children. In light of this, the Kanto Plains Pokémon League is established.

2021 – An elusive pink Pokémon with highly anomalous properties (colloquially known as Mew) is reported in the Viridian Forest region of Japan. Investigations by the Foundation are able to confirm the creature’s existence and some of its powers, but unable to capture or neutralize it. It is not seen again for 17 years. Around this time, children with psychic abilities begin to be born in the Viridian region: the majority are recovered by the Foundation.

2027 – **DXHR** – A terrorist attack on Sarif Industries results in a worldwide string of terrorist attacks and corporate sabotage attempts, resulting in the murder of billionaire Hugh Darrow, and the destruction of the trillion-dollar Panchaea construction project.

2029 – **Ghost in the Shell** – The Japanese AI project “Puppetmaster” escapes from containment. It should be noted that by this point in time, cybernetic enhancements have become widespread in the developed world.

2038 – Members of the criminal organization Team Rocket sight Mew for the first time in 17 years and manage to recover genetic material from its feces. Team Rocket begins recruiting experienced scientists and alchemists, including some from the original Pokémon project, in hopes of creating a duplicate of Mew. The project goes unnoticed by the Foundation.

2041 – Team Rocket’s “Mewtwo” project is completed, though with numerous imperfections caused by a rush to finish by the pre-set release date. The subject escapes, due to sabotage from a guilt-ridden scientist. Later this year, a young Pokémon trainer known only as Red captures “Mewtwo” and defeats most of the Rocket leadership. Red is inducted into the Kanto League Hall of Fame as Pokémon Champion.

2043 – A Pokémon cult lead by the Kanto League’s Elite Four, under the command of “Lance”, attempts to wipe out large portions of Japan’s population in a misguided attempt at ecological preservation. Lance, though a Viridian forest psychic, was not contained by the Foundation, and is reported to have been the most powerful of the group. He is eventually defeated by a fellow Viridian Forest psychic and vanishes, presumed dead.

2nd Era: Cats on Mars

The second era is a time of exploration and discovery. The frontier of space has been opened, a frontier filled with unexplored planets and bizarre alien life. Space is new, exciting, unknown. The mass relays provide easy access to thousands of worlds, and the Alliance and Citadel are thriving. Back around Sol, there are habitats on or orbiting every planet in the system, as well as dozens of moons and hundreds of asteroids.

2045 – The first permanent Mars colony is founded at New Shanghai.

2051 – **Lunar Gate Incident** – A prototype mass relay at the Earth-Luna Lagrange 1 suffers a catastrophic failure, shattering a good chunk of the moon, causing significant damage on Earth and filling planetary orbit with debris.

2063 – Remote first contact with the Vulcans is made at a radio observatory in Bozeman, Montana. Further contact is sporadic at best, due to the Vulcans' general distrust of mankind. The xenophobic race is not met again for nearly two hundred years.

2067 – The first reported case of Science Related Memetic Disorder (SRMD) occurs when the Lunar mechanic Lawdeer Ineden takes control of several habitats with cutting-edge home-brewed robotics, despite only rudimentary knowledge of the field. The incident is widely publicized, contributing to the spread of the disease.

2068 – Treatment for SRMD is discovered when a separatist group on Luna accidentally completes the disease's "plot arc" and cures Ineden, who surrenders peacefully. The Vorstellen Police are established to treat and capture SRMD afflicted "mad scientists" using this memetic technique.

2070 – The Equalist Rebellion, led by the enigmatic Amon, begins in Republic City (formerly Hong Kong), attacking various hypercorp targets and supporters of transhuman augmentation technologies.

2071 – **Cowboy Bebop** – The Red Dragon Syndicate of Mars is beheaded by a lone bounty-hunter.

2075 – **Planetes** – A terrorist plot destroys the first prototype of the mirror tandem engine at the Lunar shipyards.

2077 – Nuclear war between the United States and China breaks out, lasting for nearly two hours. The damage to both countries is significant.

2083 – The mi-Go stage an invasion of Earth. While still in recovery from World War III, the invasion is fended off with the combined aid of the Martian and Jovian fleets and the rebellion of the mi-go's nazzadi slaves.

2090 – **The Fall** – The TITANS are brought online, only to destroy nearly half of Earth's population and then vanish. The majority of those lucky enough to survive do so by fleeing to space, though many. Mars is officially declared the new homeworld and center of human civilization, as Earth has been rendered mostly uninhabitable.

2096 – First contact with the Factors is made by an isolationist habitat orbiting Neptune.

2097 – Dracula returns yet again, re-instating infomorphs from the Fall to create his own civilization on Luna. Lunar authorities and the Planetary Consortium swiftly put down the plot with the aid of the last member of the Belmont family.

2100 – **Eclipse Phase** – This is not a specific event, but rather the overarching feel of this period.

2148 – Prothean ruins are found in Mars' south polar regions, rocketing human space technology ahead by decades to centuries. The Charon Mass Relay is uncovered by the end of the year.

2149 – Pandora is discovered in the Alpha Centauri system beyond the Charon Relay, and contact is made with the native na'vi. The Human-Poleepkwa-Na'vi Alliance is founded.

2157 – Contact with the Citadel Council is made when an Alliance scouting mission is stumbled across by a turian picket fleet. A brief conflict arises, lasting for about three months, before it is resolved by Council first contact teams. While the HPNA member races are offered a place within the Citadel Alliance, the offer is turned down.

2161 – In light of turbulence within the factions of the HPNA, as well as the departure of numerous border systems to join the newly-formed United Federation of Planets, the Alliance establishes the United Colonial Space Command as a means of cementing human presence on an interstellar scale and keeping order in the border regions of human space.

2183 – The geth, led by the rogue SPECTRE Saren Arterius, attack the HPNA colony of Eden Prime. In response, the Alliance nominates Commander Jane Shepard to investigate the situation. Shepard is granted SPECTRE status by the Council and goes on to uncover traces of an incoming Reaper invasion, including contact with Sovereign, the entity orchestrating both Saren and the geth attacks. Sovereign and a geth fleet attack the Citadel, but are destroyed before the command signal is sent off to the rest of the Reaper fleet.

2185 – Raids of Alliance colonies in the Terminus Systems by the mysterious Collectors lead to Cerberus reconstructing Commander Shepard and blackmailing her into defeating them. The Collectors are revealed to be constructing a Reaper of their own: the base is destroyed and the Reaper, which Cerberus had wanted for its own, was lost.

2188 – For all intents and purposes the galaxy is ready for war: The Council seems ready to fall apart, the HPNA is edgy, Cerberus has gone militant, and the Federation is even more reclusive. Banking on Shepard's skill and experience, she is once again called by the Alliance to the forefront of the galactic stage. Through her efforts, the krogan genophage is cured, the quarian-geth conflict is resolved, and Cerberus is dissolved.

2189 – **The Chzo Mythos – “6 Days a Sacrifice”** – The Church of Optimology, an enigmatic and esoteric religion popular with the social elite, loses its headquarters on Terra Nova in a massive explosion. In truth, the group was a front for a cult of Chzo worshippers known as the Red Men. The first sighting of the “The Bandaged One” is marked shortly after: subsequent appearances always occur in the month of July.

2190 - **Zoofights IV** is resurrected when the long-lost fortune of Stockbridge and Barrington is discovered in a Martian bank account. The original competitors are reconstructed and augmented, and the tournament picks up from the second round, now held in the Stockbridge and Barrington Memorial Space Station orbiting Jupiter. The tournament ends with the transformation of Jupiter into a brown dwarf in order to kill the God Moth. In the half-wrecked station now orbiting the new sun, Ned Killy celebrates his victory over Dread Zeppelin with whiskey, women, and more whiskey.

2194 - **Doom**- All contact is lost with the habitats on Phobos and Deimos. A detachment of HPNA marines and hypercorp mercenaries is sent to investigate. One marine survives the encounter and defuses the (still classified) x-threat, only to disappear into anonymity.

2196 - **Doom II**-The same x-threat responsible for the chaos on Phobos and Deimos attacks Mars proper. The marine that stopped the threat two years previously reappears and aids the military in defense, disappearing once again when the crises was over.

2228 - **Gemini Rue** - A brainwashing facility in the Gemini system used by the Boryokudan crime syndicate to train new recruits is destroyed by two former “patients” and a Taurus Police pilot, cutting the syndicate off from a valuable source of recruits. This will eventually lead to their collapse. The fate of the two patients is unknown, though sources seem to agree that they did survive the incident.

2277 – **Fallout** – See above note for Eclipse Phase.

2290 – The nation of Panem is brought down by a combination of internal rebellion, the New California Republic, and the Brotherhood of Steel.

2300 - **Portal 2** – GLaDOS, one of the few pre-war AI to survive, is brought to relative sanity and forms a safe haven in the midwestern United States for hundreds of cryogenically frozen test subjects. Over the next six centuries GLaDOS wrests control of Earth from the Diluviate Empire.

3rd Era: Ain't No Rest For The Wicked

By this point, things have begun to settle down somewhat. The original gold rush of space colonization has ended, replaced with the slow march of business. The frontier is not as wild as it once was. Space has lost much of its intrigue. Trade routes have been clearly marked, borders have been set down, normalcy sets in. The tramps and vagabonds and criminals and adventurers are pushed to the very edges of civilized space, eking out a hardscrabble existence.

Back on Earth, GLaDOS has begun her reclamation and restoration of the planet.

2300-2350 – **Commonwealth/Void Saga** – The Big 15 colonies are founded to serve as centers of economic and political power in new expanses of HPNA space.

2358 – **Expedition** – The planet of Darwin IV is discovered and declared a nature preserve by the HPNA. The native eosapiens are left in peace.

2371 – Dr. Grordbort releases his line of Infallible Aether Oscillator weaponry.

2374 – Lord Cockswain's expeditions into the wilds of Venus begin.

2380 – The geth dyson sphere is completed, forming the first stable archalitect. Geth declares itself caretaker of Quarian space.

2385 - **Chzo Mythos - "Seven Days a Skeptic"** - The "Mephistopheles" Butcher Incident - The scout ship *Mephistopheles* is found drifting off course months after its scheduled return, empty save for one crew member. All other crew members were found murdered and severely mutilated. The survivor was taken in and arrested for the crimes, but died in prison. Somewhat humorously, the individual responsible for naming the ship was fired shortly after the incident came to light.

2422 – Can Town is officially founded, and the Carapaces begin their efforts to overthrow the Diluviate Empire and rebuild civilization.

2461 – **Zoofights V** – A Vault filled with members of the Society of Zoological Pugalism and enough technology for a new tournament is discovered by a band of carapacean nomads. The Zoofights Pyramid is built in the wastes, a settlement is formed around its base, and Earth sends forth her post-apocalyptic champions to battle for the title of King of Beasts once more: the victor is crowd-favorite Admiral Croctopus over Diluviate Empire-sponsored Ouroborous.

2506 – The Unification War begins in the Verse cluster with the destruction of a civilian vessel above Lazarus by the ASA.

2507 – A mining mission to Aegis VII by the CEC planet-cracker *Ishimura* reveals the existence of the parasitic lifeforms known as necromorphs (colloquially referred to as the “Flood”). The entire sector is put under quarantine.

2510 – **Revelation Space** – The Melding Plague, an ancient alien nanotech virus, causes havoc on the Big 15 hub world of Yellowstone. The capitol of Chasm City is nearly destroyed, and the ring of planetary habitats and orbital structures is transformed into the Rust Belt.

2511 – The Independents are defeated at the Battle of Serenity Valley on Hera. The Unification War ends.

2518 - Noted physicist and father of the Prometheus Mass Effect Drive, Neville Kingston-Brown dies at the age of 434.

4th Era: When the Levee Breaks

The war with the Covenant was the greatest conflict the galaxy had ever known. This is a time of tragedy and heroism

2525 – Contact with the alien alliance known as the Covenant is made on the HPN agricultural colony of Harvest, which is glassed days after contact. The War officially begins.

2538 – The Razing of the Citadel – The Citadel is destroyed by the Combined Fleet of Glorious Consecration, decimating the Council fleet in the process. In an act of desperation, the Council and Alliance begin destroying mass relays in an effort to slow the Covenant advancement. The effort is successful.

2540 – The Glassing of Vulcan – The United Federation of Worlds collapses when the Fleet of Illuminated Justice glasses the capital world of Vulcan.

2541 – The Battle of Thessia – The Covenant reaches the Asari homeworld. While the invasion force is repelled, the planet and what remains of the Council fleet sustain significant damage. The Council, too weak to sustain itself, breaks into a half-dozen smaller autonomous groups.

2552 – The Battle of Reach – The last major HPNA stronghold world falls to the Covenant, allowing them an open path to the Sol system. Weeks later, a vessel infested with Flood makes contact with the world of Bungie, and the infection quickly spreads to other worlds in the sector.

2553 – News of the Flood outbreak reaches the Covenant leadership. While the Prophet caste wishes to continue the war and ignore the Flood, saner minds prevail, and an emergency union with the remaining HPNA fleet is made after a brief skirmish near Jupiter. The group deploys in full force, collecting as many ships as it can on the approach to Bungie. It should be noted that this fleet contained over 90% of the remaining forces of the Covenant, HPNA, Council, and UCSC. A total of three hundred and seventy-three planets were rendered lifeless in the space of the campaign (Codename: Operation LEVEE). Despite the eventual victory and complete eradication of the Flood, the allied forces took massive losses: only 566 vessels survived the final engagement (the so-called “HALO Humpday”). The War ends with the Accord of Bungie, signed July 7th, 2553.

5th Era: Every Planet We Reach Is Dead

The War not only killed trillions, but it obliterated galactic infrastructure. The vast majority of worlds found themselves isolated from the outside and deprived of resources: those that could not remain self-sufficient were doomed to retrogress. Those that still had connections could only spread their influence over a few systems in the best of circumstances. Space travel, which had once been commonplace, became rare, lengthy, costly, and dangerous.

This is the era that gives GMs the most freedom in terms of what they can do.

2602 – The Covenant Writ of Union is officially dissolved. The sangheili are the only member race to retain some level of interstellar civilization.

2814 – A security breach at a Firewall facility on Mars releases SCP-882 and SCP-217. The breach is not able to be contained, and ends with the destruction of the facility as the Manufactured Newborn appears and fuses with the two items.

2905 – The last stronghold of the Diluviate Empire is destroyed.

3001 – All contact with Mars is lost: The entire planet has been converted into the Machine God.

3239 – The SEEDS Project launches terraforming and settlement crews at fifty nearby worlds. Of this first generation, only thirty-five settlements were successful.

3871 – Josef Ramdeau launches the Proxy Program with an initial run of 350 units.

4654 – The ComHub communications network is brought online

5112 – The Bones trade route is established.

5522 – Last recorded contact with any settlement within the Sol System: at this point, it is presumed that the Machine God has spread to all inhabited planets within the Sol System.

5800 - The to'ul'h are discovered by the exploratory nanoswarm Fortunate Cloud. The speed and magnitude of their spread and rise to prominence is comparable to that of humanity: within three centuries they are one of the primary races

6120 – Contact is made with the Last Hive Ship, along with the last surviving refugees of the alternians. They are relocated to an unclaimed garden world, then named Alternia Secundus.

6125 - Alternia Secundus is thrown into chaos after the deaths of five genarchs, including the Empress herself. The deaths were seemingly set up as a last-ditch denial effort by the Anti-Spiral that had ruled their race in the past, to prevent the race from surviving after its defeat.

6th Era: New World Order

The galaxy stands reunited after the War. There is no real overarching theme here, making it much like the 1st Era in that respect.

7000 – The Federation Charter is signed by representatives of over twenty-three hundred polities, forming the largest galactic government since before the War. There is a general peace in the galaxy, though many tracts of settled worlds are lawless and the Space Pirates have gained significant territory since their discovery of space travel.

7220 – The First Federation Trade War begins in the Akterri Reach (Free World territory) over trading domains and rights with the local inhabitants. What follows is a series of brushfire wars with the inhabitants of the Akterri Reach with the last major conflict ending in 7340.

7465 – A Federation scouting ship discovers that the Sol system has been completely consumed by the Machine God, forming the City. While the City does not appear to be growing further, and in fact seems to have gone dormant, quarantine is placed around the entire system by the Federation

7634 – The Second Federation Trade War begins with Space Pirate seizure of several vital supply lines to Federation border worlds, as well as some significant Free World systems. The conflict boils over into full-blown war with the Space Pirates, eventually ending with a Federation-Free World victory in 7678, after the Gharizu Homeworld campaign.

7636 – The Non-Coercive Zone (NoCoZo) is formed as a semi-autonomous corporate polity between Federation and Free World space to regulate and oversee trade on the borders between the two regions.

7703 – **EVE: Online** – The Federation and NoCoZo develop the EVE Gate to relieve increasing population and resource constraints, as well as to provide a new frontier for the races of the galaxy to explore. The EVE Gate is constructed around a natural wormhole near Capitolia, leading to the Large Magellanic Cloud, now known as “New Eden”.

7906 – The Third Federation Trade War begins between the Federation and NoCoZo. The conflict is notable for being the only time that the Federation and Space Pirates allied, if only for a short time.

8061 – The New Eden wormhole collapses and the EVE Gate is destroyed. All contact with the New Eden colonies is lost.

c. 8100 – A group of archaliects establish the Sephirotic Empires within Federation space, reshaping the cultures within their spheres of influence as they see fit. The Empires become common targets for explorers and tourists curious of the bizarre, ultra-tech lives of the inhabitants.

8710 – The Speaker of the Sufferer, head of a major religion amongst low-caste alternians, dies under suspicious circumstances. Old rivalries are dug up as low-caste protests and riots spread across alternian space.

8711 – Violence on troll worlds over the Speaker's death reaches a fever pitch. Federation marines are dispatched to Alternia Secundus to stamp out the riots. The attempt merely fuels more violence, lasting for five weeks, culminating in the Massacre at Hjarof: twenty-one Jade Sisters and a Mother Grub were killed by Federation troopers under suspicions of sheltering insurgents at their monastery. The Hemocouncil immediately pronounces secession from the Federation, recreates the Alternian Empire, orders for the execution of the guilty troopers (though they had been tore apart by the mob before the order was given) and declared war against the Foundation. Within three months almost every world with an alternian majority has allied with Alternia Secundus. The Alternian War of Secession begins.

8713 –The Subjugation of Plerosi Prime – The first major battle of the war and a massive alternian victory. Two hundred Subjugglators were deployed before the arrival of the main army: the estimated initial casualties number in the millions.

8717 – The q'Horek Campaign begins as alternian forces make a massive incursion towards the core of Federation space. Hundreds of battles and skirmishes are fought, with over eighty percent ending in Alternian victory.

8720 – The q'Horek campaign ends with the Battle of Shirrenhaus. Four weeks of space warfare end in a critical Federation victory, which in truth extends the war for near on a decade as the Alternian Empire recovers from the losses. The remainder of the war falls into stalemate.

8733 – The Alternian War of Secession ends with the Treaty of Crean. The Alternian Empire is allowed to remain an independent entity, on the condition of returning conquered Federation territory. Alternian occupation forces withdraw within five years.

9169 – General unrest in the lower classes of the Federation manifests in the #OccupyCapitolia protests.

c.9300 – The Great Decay, a period of decadence and decline in the Federation, begins around this time, lasting until around 9640 with the beginning of the Galactic Renaissance.

c.9700 – The "Phazon Crisis" begins. Numerous worlds within Federation space, including Tallon IV, Aether, Norion, Bryyo, and Elysia, as well as major Space Pirate homeworlds such as Urtraghus and Zebes are hit by meteorites bearing the contaminant phazon, in fact a form of Reaper indoctrination paving the way for a new invasion. The corruption slowly spreads as fallen worlds send out leviathans of their own for the next several centuries, but is eventually contained by the Federation with the use of metroids: chozo bioweapons used to clean up corrupted environments.

7th Era: The Emperor Arrives

In the grim darkness of the future, there is only war. You know what's up.

c. 10,000 – The Reapers arrive from dark space after considerable delay and begin their sweep of the galaxy. However, given the loss of the Citadel and the near complete destruction of the Mass Relay system thousands of years earlier, the effort is not nearly as swift or efficient as it had been in the past.

10,168 – The Space Pirate hierarchy collapses under the Reaper assault. Within three years all of the pirate homeworlds that survived the Phazon Crisis have been harvested.

10,275 – The Federation leadership is killed during the fall of Capitolia. With the loss of the bureaucracy, the Federation falls into shambles.

10,339 – Serena Butler rallies the remaining worlds capable of fighting the Reapers under her banner of religious fervor. The Bene Tleilax engineer the orks and join them to her cause. The Butlerian Jihad against the Reapers begins.

10,432 – The Butlerian Jihad ends with the Battle of Corrin, where the Great Reaper Harbinger was finally destroyed. House Corrino gains the throne, crowning Haddar Corrino the Great as Padishah Emperor. An empire wide ban on “thinking machines” and other high technology is enacted. The galaxy is brought to a period of peace, if also a period of technological and cultural stagnation.

The remaining Reapers, denied their most important recourse, are forced into hibernation on tomb worlds scattered across the galaxy.

10,540 – The Spacing Guild is founded, forming a monopoly on space travel.

c. 11,000 – Arrakis is discovered, along with the spice mélange. The Spice revolutionizes space travel, as it allows individuals saturated with it to navigate slipspace with accuracy comparable to pre-Jihad navigation systems.

20,733 – **Dune** – The planet of Arrakis passes from the possession of House Harkonnen to that of House Atriedes, in a ploy to eliminate the Atriedes family. The Fremen natives of Arrakis rebel against the Empire, killing Emperor Shaddam Corrino IV and placing their messiah figure Muad'dib (Paul Atriedes) on the throne.

20,759 – Leto II, son of Paul Atriedes, ascends to the throne, declaring himself God-Emperor.

24,268 – **God-Emperor of Dune** - Emperor Leto II is killed in an assassination plot of his own design. The Empire, left without a leader, is stricken by famine, chaos and a massive diaspora.

c. 24,270 - The eliatrope homeworld of Elias is attacked by the Anti-Spiral Orgonax. While the majority of the population is killed and the planet itself is destroyed, during the battle Chibi, a member of the planet's high council, learns of the Anti-Spiral Deathwatch, the Machine God, and the slumbering C'tan.

The survivors of the attack flee in the generation ship *Zinit*. The refugees travel from planet to planet draining those worlds of their spiral energy to power the Eliacube for the next thousand years. Chibi take a shuttle for himself and breaks away from the *Zinit*'s course in order to cripple the Anti-Spirals.

c.24,900 – Chibi arrives at the Machine God. He manages to successfully place the Seal of Ages, which would prevent the emergence of C'tan until the eliatrope civilization was rebuilt and could conceivably defeat them. Chibi then commits suicide rather than allow the Clockwork Plague to take him alive.

c. 25,300 - **Islands of Wakfu** - The eliatropes end their exile on the planet that will eventually be known as Duodecon, the World of Twelve. Here they forge an alliance with the native Dragons (a neogenic clade that had arrived on the planet ages ago) and establish a low-tech, pastoral civilization. The new planetary council contains six members of each species, with pairs bonded at birth and reincarnated (via mental backup), giving the planet its name.

25,740 – The Lost Ones of the Scattering return to the handful of worlds that could still rightfully be called the Empire. Among them is Lord Genome, an individual claiming to be the true God-Emperor of mankind. Using the Honored Matres and gholia legions he brought with him, Genome quickly claims the remnant of the Old Empire, and transforms it into the Imperium of Man. He takes an uninhabited garden world as his seat of power, naming it Holy Terra for the long-lost Earth of old, and builds the great fortress-city of Teppelin. The Imperial Remnant is transformed into a military and industrial powerhouse over the course of the next two millennia.

c. 27,000 – Orgonax returns, bringing with it a race whose planet had been drained millennia prior. It is revealed that the position of the Eliatrope safe haven was given away by the traitorous councilman Qilby. The Eliatropes are wiped out, but not before several thousand children were put into stasis within a pocket dimension maintained by the Eliacube. Qilby was exiled to another such pocket. Duodecon is left fallow, dotted with artifacts, including the Council eggs.

c. 28,000 – **The Great Crusade** – With his preparations finally complete, Lord Genome mobilizes a massive effort to retake the shattered Empire with the help of his twenty Primarch sons and their legions of Spiral Knights. Without access to the Spice, Genome's fleet instead makes use of the first S1 Spiral Drives, giving him a massive advantage in the campaigns to come. The Crusade will not only eventually retake almost the entirety of the Old Empire, but it will push the Imperium's borders even further, to worlds that had not been contacted since before the War and thousands of never-before-found worlds.

c. 30,000 – **The Horus Heresy** – With the Great Crusade drawing to a close, the Primarch Horus is led astray by the whisperings of An'srew. Horus manages to turn at least seven other primarchs to Chaos, and then begins a strike against the Emperor. Thousands of worlds are shattered over seven years of civil war before the Traitor Legions are finally at Genome's doorstep above Holy Terra. Watching the battle from the bridge of the mighty Cathedral Terra, Genome is approached by the Anti-Spiral King, the most powerful and last of his kind. The King reveals to Genome the Spiral Nemesis: that the universe will be destroyed by uncontrolled spiral energy, regardless of where it has its origins in Chaos or the Imperium's own Spiral Engines. Genome, driven half-mad by the revelation, slaughters both his own forces and those of Horus before killing his favored son. Genome is greatly wounded and only half alive, but manages to make his way back to the Golden Throne of Teppelin. The throne sustains him as the Great Dark Age begins.

c.35,000 – A human civilian fleet thrown off-course by the Warp happens upon and settles the World of Twelve. Eliatrope artifacts are recovered soon after, leading to the rise of a pantheon of twelve transhuman "gods", who set about reforming the planet according to their designs. Each "god" modifies their human followers in their own likeness, forming the Twelve Clades.

c. 40,000 – **Warhammer 40k** – In the grim darkness of the forty-first millennium, there is only war. Lord Genome still sits half-alive on the Golden Throne at Teppelin while his empire rots around him, a shadow of the glory it once was. The Imperium is entrenched in endless wars with the eldar, the orks, the tau, the fanal ternians, the necrons, the tyrannids, and Chaos.

41,250 – The Seal of Ages wears away, allowing C'tan to finally emerge from the Machine God. Without a rebuilt eliatrope civilization to oppose it, every necron tomb world in the galaxy wakes simultaneously as the Deathwatch is instituted. All sapient races are either purged or reduced to primitivism within ten years.

c. 42,800 - Duodecon suffers a cataclysmic flood after a meteor impact. A watchmaker named Noximillien recovers the Eliacube from the wreckage, and is driven to madness by the object. He vows to use it to reverse time and save his drowned family, and begins draining several nearby civilizations of their spiral energy.

c. 43,000 - **Wakfu** - The eliatrope king, Yugo and his Dragon brother Adamaï are reborn. Noximillien initiates his plan, but is only able to rewind time by twenty minutes. He is then defeated by Yugo and his band of companions, the Brotherhood of Tofu. A very short time later, the Brotherhood accidentally releases Qilby, who in a blind panic attempts to steal the Eliacube and flee the planet in the long-buried *Zinit*. He is unable to do so, as the Anti-Spiral Deathwatch arrives *en mass* (over three-fourths of the entire force), after the twenty minutes passed, led directly by C'tan. The Brotherhood manages to slip into stasis alongside the eliatrope children before the planet is completely vaporized.

The Eliacube, now operating under its own power, spends the next seven millennia making stealth warp jumps towards Holy Terra, outside of the notice of the Anti-Spirals

c. 49,880 – **Bastion** – The Eliacube arrives on the planet of Micia. It is recovered by the scholars of the nation of Caelondia, who tap into some of its powers and discover spiral energy. They are able to harness some of it, and so rise as the dominant power on their world. Approximately a century after its discovery, the Bastion is built around the 'Cube, to serve as both fortress and weapon: however improper handling of the 'Cube results in an event known as the Calamity, breaking the planet into pieces kept together in a spiral energy field. The 'Cube is damaged during the Calamity, leaving the Bastion inoperable. A group of survivors manages to find and repair the Bastion, and decides to set off into space as the remainder of the planet collapses behind them.

c.50,000 - **Tengen Toppa Gurren Lagann** – Simon the Digger, a young boy living in one of the many primitive villages under the surface of Holy Terra, stumbles across a functional Crusade-era mech. His close friend, Kamina of Jeeha, promptly recruits Simon and his machine to his gang of ne'er-do-wells, the Dai Gurren Dan. The village is attacked by beastmen leading to Simon and Kamina, accompanied by Yoko Ritona, to escape to the surface. After attracting the attention of the beastmen command, Dai Gurren Dan ends up leading a rebellion against the beastmen, with the final goal of toppling Teppelin.

Kamina is killed during the battle to capture the walking fortress of Dai-Ganzen by the beastman general Thymilph, leaving command of the rebellion under Simon's leadership. The rebellion grows in strength exponentially, eventually defeating the Four Heavenly Generals and making a surprise attack against Teppelin itself. Simon confronts and defeats Lord Genome. Kamina City is established on the surface around the ruins.

Seven years pass before the settlement reaches the notice of the Deathwatch. The first Anti-Spirals sent are defeated. During the preparations for the next attack prepare for the next attack, the Bastion and its refugee crew arrives in orbit with the Eliacube, and an ancient vault from the Great Dark Age, containing within it the titan legion of the Angry Marines (soon renamed the Flaming Skulls). The eliatrope children and the Brotherhood of Tofu are finally freed from their stasis, with the latter directly joining the DGD.

Combat escalates against the Anti-Spirals until the DGD targets the Anti-Spiral King, launching a full-on assault on the Warp itself. It is there that they defeat not only the Chaos Gods, but the Anti-Spiral King, and the Warp itself is destroyed.



Epilogue – Setting Sail, Coming Home

“Mother only knows what’s out there floatin’ on them rocks. Beasts what don’t know up from down. Fragments of the old worlds. We’ll bring ‘em back. And together, we’re gonna build something grand. That’s a promise.”

- Rucks

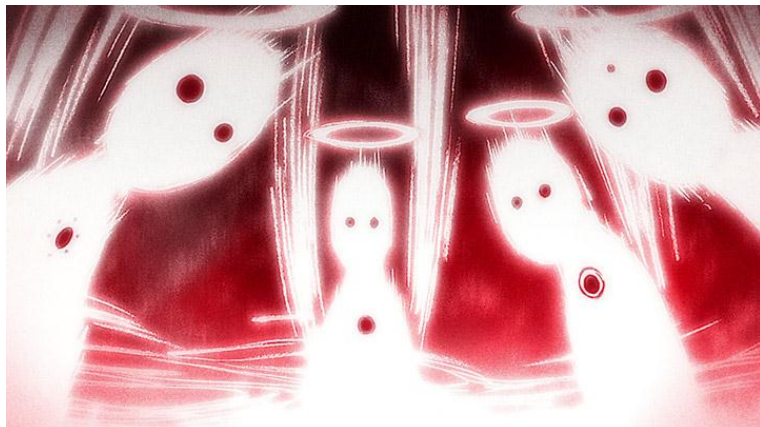
Twenty years have passed since the Anti-Spirals’ defeat. Cathedral Terra, under the command of Gimmy Adai, sits in orbit around Holy Terra, preparing for its mission of peace to reunite the races of the galaxy.

There are still many dangers in the unknown galaxy: traps left by the Anti-Spirals, races gone feral under the Deathwatch, reality twisted out of shape by the purging of the Warp. The reunification will take years, decades, maybe even centuries, but it will happen.

“All the lights in the sky are our friends.”

- Simon the Digger

The Ancient Ones: Species of Era 0¹



First Ancestral Race / Valar*

"Before all others, they were."

- True Dead Sea Scrolls,
Scroll 1, Passage 1.

The first sapient race to evolve, the FAR were beings of godlike power and absolute mastery of spiral energy. Evidence of their existence

is purely secondhand – no direct contact with any individual of the FAR has ever been made. It seems that the FAR were devoted to the creation and spread of life: Many worlds throughout the cosmos, including Earth, were seeded with incredibly powerful terraformers known as "Seeds of Life".

Anti-Spirals*

"You will know true despair."

- Melkor

Corrupted and fallen Valar, Maiar, and constructs created by those groups, Anti-Spirals were the opposing force to the First Ancestral Race and enemies of all life in the universe. This is out of a

belief that the advancement of life to a certain point, that point being the loss of control over spiral power, will eventually lead to the universe's destruction. A few Anti-Spirals survived the war, and are still completely dedicated to annihilating, enslaving, or otherwise causing absolute despair in all spiral races.



¹ Note: All races marked with an asterisk are generally considered unplayable.



Seeds of Life*

"While the Contact Experiment was a failure, the remains of Adam have been secured. We have both Seeds and both Apples. All that is left is a catalyst."

- SEELE-02

Immensely powerful entities created by the First Ancestral Race to spread life through the

universe. There are two types of seeds: Adamite and Lilithian (alternatively, White Seed and Black Seed), each one created to form a separate form of life. Adamite Seeds will create Angels (beings with inborn spiral power from the beginning), while Lilithian Seeds will create Lilim (beings that will develop spiral power over time). It is estimated that most sapient species (~75% of non-uplifts, provolves, and neogens) in the galaxy evolved on planets originally settled by a Lilithian Seed (However, only a few of the Seeds have remained intact long enough to be discovered). Traces of Adamite Seeds and the worlds terraformed by them are incredibly rare.

Due to the drastic differences in the life generated by the different types of Seeds and in the makeup of the Seeds themselves, they are effectively incompatible, and combination or co-existence will often end in disaster. (Earth is the only known planet to have survived this scenario.)

All Seeds have a related Apple of Eden, which serves as a sort of "control module", and a Lance, an incredibly powerful weapon.

Angels / Maiar*

"We are (those who [the last {not your enemy} of our kind] came before) messengers from on high."

- "Arael"

Those entities created by Adamite Seeds of Life. Angels come in an amazing variety of physical forms and abilities, though all share in the spiral power available to their progenitors without the need for development. Angels are completely alien in biology and mind to other sophonts, to the point where only the highest transapient or archaliects are capable of even communicating with them. Angels are essentially an entire species within an individual entity, though each Adamite Seed may make dozens of them.



Only a few dozen Angels were recorded and categorized by the time of the War. (In truth, this is because of millions of years of Reaper purges against worlds with Adamite Seeds and Angelic races, as well as the reclusive, alien nature of the Angels themselves.)



Reapers*

"We impose order on the chaos of organic evolution. You exist because we allow it, and you will end because we demand it."

- Nazara the Sovereign

The Reapers are an ancient machine race created by the Anti-Spirals as a safeguard against the Spiral Nemesis. After destroying most Angel lifeforms, the Reapers would periodically sweep across the galaxy,

harvesting all advanced sapient civilizations in order to prevent races from discovering spiral power. The Citadel and mass relays are in fact creations of the Reapers, designed to entrap organic races for easy harvesting: the races themselves are used to create more Reapers.

Elder Things*

"Whatever they were, they were men."

- William Dyer

Though not native to Earth, the planet was theirs for longer than humanity ever had it. The Seed of Life had only created very basic lifeforms at their arrival, which the Elder Things then took under their own care and shaped into their own creations. By and large they are an artistic and generally peaceful race, if completely alien in comparison to humans. Their capital city in Antarctica was rediscovered in 1929 by a Miskatonic university expedition.





The Great Race of Yith

"My memories of my time in the library are little more than a few faded dreams. Enough for me to know that it is probably best that what is buried remains so."

- Nathaniel Wingate Peaslee

The only known race capable of mental projection through time (though physical transportation eluded them), the Great Race spread themselves across the galaxy collecting knowledge. Their time on Earth was based in the Mesozoic Era, but they collected the brightest individuals from throughout human history for short periods, to gain whatever knowledge they could from them. Eventually, the Great Race would go extinct to an unknown catastrophe, but a few managed to flee to later ages, and lived out the rest of their lives in the Exiles of a broken Earth.

Forerunners / Inusannon*

"My creators sought to sterilize the threat, and so built the ring around this planet and founded the quarantine, to study the Flood and find its weaknesses. But alas, it did them no good in the end. They could not hold the Line."

- 343 Guilty Spark

A humanoid race that was harvested by the Reapers 100,000 years ago. They are most notable for advancing outside of and beyond the set technological development instituted by the Reapers: most of their remaining artifacts are megastructures, belying a massive technological power. It is conceivably possible that the Forerunners may have resisted the Reaper harvest, were it not for the introduction of the Flood and the treachery of Mendicant Bias.





Protheans*

"There were those in Prothean society referred to as Avatars, individuals who exemplified a single virtue to perfection. Details such as their number or what attributes they had are scarce, but whatever the case was they were revered almost as gods by the rest of their civilization."

- Dr. Liara T'soni

A race that was harvested by the Reapers roughly 50,000 years ago. They were the sole space-faring power at the time, ruling an empire through the Citadel and Mass Relays. Few of their relics and ruins remain, focused primarily on a few hidden worlds such as Ilos, Feros, and other scattered planets, all of which have decayed or been looted long ago. There are some unconfirmed rumors of Protheans who survived the extinction of their race in stasis: It is known that fully indoctrinated Protheans continued on as the elusive Collectors beyond the Omega-4 relay.

Eridians*

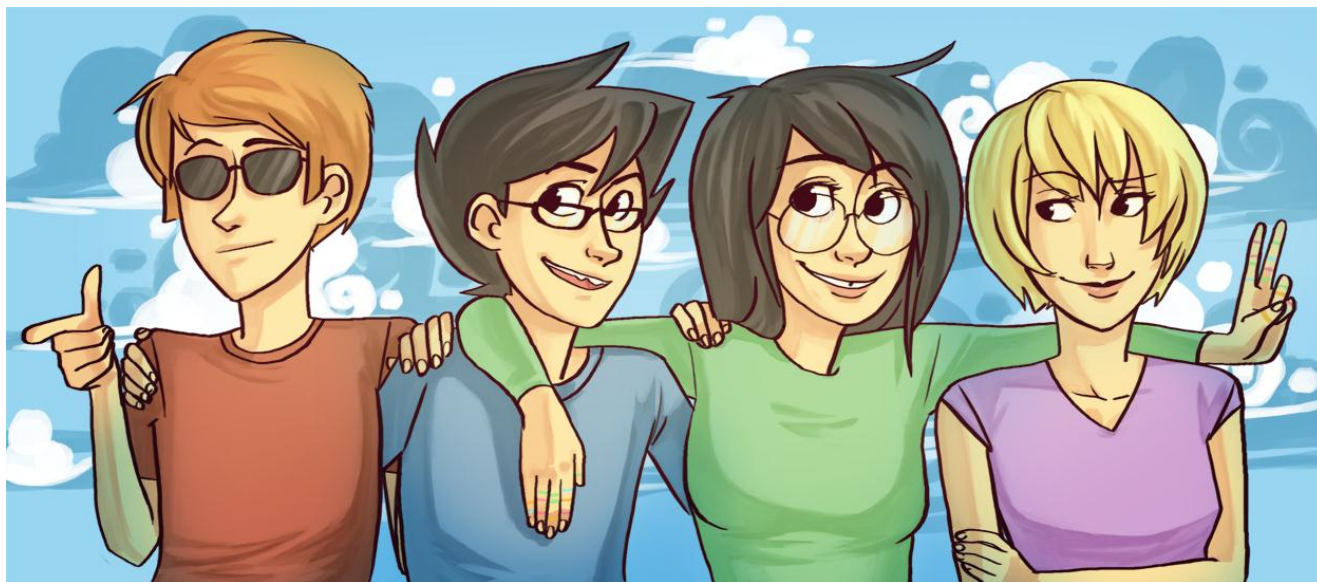
"Such a powerful race, and we don't have the slightest clue what they looked like. That's extinction taken to an art form."

- Patricia Tannis

The Eridians left behind relics on a small cluster of worlds, the grandest of all being the Vault of Pandora, in which they had sealed the Anti-Spiral Phil the Destroyer. There are no clues as to their physiology or culture, and very little remaining technology, consisting mostly of empty ruins, some weapons and automated guardians. However, these remnants imply a high concentration of spiral power amongst the race as well as incredible technological prowess.



The Home Team: Species of the 1st Era



Human (*Homo sapiens*)

"The place where the falling angel meets the rising ape."

- Terry Pratchett

The native sapient race of Earth, humans are adaptable, hardy creatures (though many would claim that this is because they were too stupid to give up). Though from humble origins, humanity, transhumanity, posthumanity, and all the various descendant clades shaped the galaxy for tens of thousands of years to come.

It should be noted that there were multiple prehistoric human species, all of which co-existed with *Homo sapiens* before going extinct or being absorbed. These races included eldar (*Homo eldarin*), khazâd (*H. naugrim*), hobbits (*H. floresiensis*), uruk-hai (*H. orcus*), and neanderthals (*H. neanderthalensis*).

It should also be noted that humanity as it was known in the 21st century was on the wane by the 26th, endangered by the 31st and almost entirely extinct by the 41st. Many thousands of clades would bear outward similarity to baseline humans, but all would have some sort of genetic drift or modification in their history. During the time of the Old Empire and Imperium there seemed to be a comeback of the baseline: this was little more than genetic reconstructions of ancient humanity, fueled by the meme of Terran Romanticism that grew during the Butlerian Jihad.



Homunculus (*Homo artificium sapiens*)

"Now, don't worry, that arm'll grow back within a couple weeks. And my legs too. And don't worry about the mess either: the stains are surprisingly easy to clean up."

- Phi-003, "Quin"

There are two varieties of homunculi: fully artificial organisms, or humans who have successfully been implanted with a Philosopher's Stone (or in liquid form, the Elixir of Life). Fully artificial homunculi may exist without Philosopher's Stone, but will not achieve sapience without one, and may come in a wide variety of shapes and sizes.

Homunculi with a Stone have significant regeneration abilities and a lifespan of centuries to millennia. Laws passed soon after their introduction required sapient homunculi of both types to bear a mark of identification in sight at all times: while this was no longer necessary after the Homunculi Rights Act of 1950, it is ingrained within common homunculi culture, and so is still very common.

Basic needs such as food, sleep, or oxygen may be entirely optional depending on the nature of an individual homunculus. Sex drive is entirely absent in artificial models.



Pony (*Equus artificium sapiens*)

"Most homunculi have a sort of existential crisis early on in their lives. Mine was turning on the television and seeing myself there with a different voice, friends with people I've never met, doing things I've never done or would never do. It took me until last call to realize that I couldn't get drunk."

- Tabitha Sparks, née Twilight Sparkle

A human-grade homunculi variant created in the likeness of the characters of a popular children's cartoon. Ponies come in earth, unicorn, and pegasus types, though the differences are purely aesthetic (though pegasi can manage a few seconds of flight). Those created in the 2020s and later do not actually have front hooves, but specialized four-fingered hands that may be folded into a hoof-like shape. Many ponies are not overly fond of their origins, and so large numbers of them are notably opposed to the Pony Underground.

Because of their generally cheap construction, ponies have more limited regeneration abilities than most other homunculi, and their Stones will burn out faster, generally in less than three hundred years.

Poleepkwa (*Scilla sapiens*)

"Once, we thought of leaving and returning home. Now, this world is our home, and you are our kin."

- Christopher Johnson

Poleepkwa are a bipedal insectoid species standing six to seven feet in height, and the first alien race encountered by humanity. Poleepkwa have a sturdy chitinous exoskeleton in shades of brown, green, and red, and are generally stronger and faster than humans. The poleepkwa were adapted into Earth society surprisingly cleanly, though there were issues and squabbles between the two species for several decades after Landing Day (the derogatory "Prawn" nickname a relic of this). Still, within a century it was not common for the word "humanity" to be used to include both species. All poleepkwa in the galaxy are the descendants of the original twenty-nine refugee ships that arrived on Earth, though there are rumors of other poleepkwa worlds in unexplored reaches of space.



Vortigaunts (*Vortaus orator*)

"How often have we slipped our yoke, only to find it choking us again?"

- The "All-Knowing Vortigaunt"

A race from the outer Domain of Xen and former slaves of the Combine, brought to Earth in the wake of the Black Mesa Incident. Vortigaunts seem incredibly alien in mentality when compared to humans: Their speech is archaic, often encased in riddle, their behavior seems to lack many basic aspects (though they may just do such things in private), and many times humans speaking to different vortigaunts feel as if they are still talking to the same person. The vortigaunts' have strong oral traditions in poetry, music, and philosophy, though the true nuances of their language cannot be detected properly by human senses. They have some ability in the generation and manipulation of electric fields.

Advisors* (*No name given*)

"It's a funny thing, knowing a bunch of overfed earthworms rule the world and we can't do anything about it."

- Eli Vance

It is unknown whether advisors are true Combine, simply a member race of that group, or simply modified humans. Their existence is secret to the general public: the only knowledge of them outside of Combine command is found in certain secretive anti-Combine groups. Advisors are eyeless, maggot-like creatures, suspended in an anti-gravity field. Eleven Advisor corpses were recovered in the wake of the Overwatch collapse, and one living, though wounded, specimen. No effective communication was made before the subject expired.

Some believe that the Advisors fled to space during the Angel attacks. Rumors of planets under their control in the centuries ahead remain unverified.



Meeting the Neighbors: Species of the 2nd Era

Factors* (*Ignobilis limus*)

*"Most excellent selection we present!
Wonders and values unseen!"*

- Shift-to-Green-Extending-of-Pseudopod, Factor merchant

A mysterious race, resembling gestalt colonies of slime molds or sea-slugs. The factor homeworld is unknown, as is any detail of their biology and culture. They serve as inter-species technology and information brokers, though their visits are sporadic, their goods are incredibly exotic, and they often refuse to explain as to where they came from.



Nazzadi (*Recidivus consobrinus* / *Homo sapiens nazzadium*)

"I dropped in with the first wave of the war. Who knew I'd switch sides, let alone fall in love with a human, only to watch the planet get wasted anyway. At least my daughter will have the childhood I never did."

- Crary, 2nd Cadre Shock Trooper

A human clade created by the mi-go as slaves and foot soldiers. Nazzadi tend to have white hair, red eyes, and black skin, though there are variants. After the mi-go invasion was repelled, the nazzadi began assimilation into human society, though traces of the warrior culture implanted by their masters still remain.

Na'vi (*Cogitatio boletus*)

"We [speak] with [the planet], with Eywa we [know]. [You] are not like us. You are [not-whole]."

- Speaker-to-Guests

Primitive natives of Pandora, na'vi resemble nothing less than a cross between a primate, a crustacean, and a fungus. They are hexapedal knuckle-walkers, holding themselves between four and six feet at the shoulder, and are covered in a flexible dorsal exoskeleton. Most notable is their pseudo hive mind, and their ability, as with all Pandoran wildlife, to access the planetary mind. As such, na'vi have difficulty relating to outsiders, as well as referring to themselves in first person singular, preferring "This one" or "We". They are effectively blind, navigating by scent, hearing, and thermal imaging.



Na'vi may "upload" themselves into specially built avatars for easy interaction with other species.



Asari (*Caerulea matrae*)

"Walking around Thessia was the strangest experience of my life. You never know what it's like being a sore thumb until you're literally the only person with hair on the continent."

- Ashley Williams

The founding race and most populous species of the Citadel Council, asari are blue-skinned, mono-gendered humanoids, are extraordinarily long-lived and have a species-wide predisposition towards biotics: it is believed that this is due to Prothean influence in the distant past.

Turian (*Aquila legio*)

"I'll give this to the turians: they put up a good fight. When you have a dozen of them and give them a couple hours to set up a position. In a one-on-one fight, the krogan always wins."

- Urdnot Wrex

One of the three Council races, the turians are the primary military force in the Citadel Alliance. They run a tight ship, as would be expected coming from a military meritocracy. They are bipedal and around human dimensions, though have avian features and a metallic pseudo-exoskeleton. This armor does not provide any substantial protection against physical harm, but can reflect low-level radiation. Turian biology is based on dextro-amino acids (like the quarians), meaning that their food must come from similar environments: human, asari, or salarian food will pass through a turian's digestive system without providing any nutrition, or may trigger a severe allergic reaction.



Salarian (*Alacris adfatus*)

"My xenoscience studies range from urban to agrarian, I am the very model of a scientist salarian!"

- Mordin Solus

One of the founding species of the Council, salarians are amphibious bipeds with an incredibly fast metabolism: they may survive on one hour of sleep per day, but will die of old age at 40. They are not particularly strong, and so rely on intelligence and subterfuge to win their wars. Salarian females lay yearly clutches of eggs: unfertilized eggs will develop into males, while fertilized ones will be female. This system, with each female producing dozens of offspring a year, ends with nearly 90% of the species as male, so as to avoid catastrophic overpopulation.



Quarian / Volus (*Singultus exsul*)

“Easiest way to piss off a quarian is to say that Rannoch is lost and they should move on. Easiest way to piss off a volus is say that Rannoch should be retaken. Easiest way to piss off both of them is point out the fact that they incited the geth to rebel. Anything more in-depth than talking about the weather is like sweeping a minefield, while drunk.”

- Triarch Aethyta, bartender

The quarians and volus are technically two races of the same species, forced from their homeworld Rannoch by the rebellion of the geth around 1895 AD (a rebellion which they in fact caused by attempting to purge sapient geth). The quarians decided to flee to space, living on board a nomadic, rag-tag fleet of vessels now called the Migrant Fleet. The volus, or vol-quarians, as they came to be called, relocated to another world, Irune, though the genetic engineering necessary for survival in the high gravity cut them to half height and three times the weight. All quarians and vol-quarians are bipedal humanoids, which require atmosphere suits at almost all times, due to atrophied immune systems and certain special respiratory needs, as well as dextro-amino based foodstuffs.

There is great animosity between quarians and volus due to several centuries of opposing cultural ideals and various acts of aggression on both sides.



Krogan (*Magnasaurus rex*)

"Males think that transplants will improve their potency. They don't help, but that doesn't stop them from shelling out up to ten thousand credits a piece on the black market. That's forty thousand for a full set."

- Garrus Vakarian

A massive reptilian species standing upwards of seven feet in height and a half-ton in weight, krogans are known for being practically unkillable: every organ has redundancy, they can live to up to a millennium without augmentation, and they are capable of surviving for up to thirty seconds (usually more than long enough to kill their attacker) with their brain stem completely severed. They can go without food or water for weeks due to the fatty hump on their shoulders. The race is swiftly going sterile to a salarian genetic weapon, which when combined with their warlike nature, looks to be leading to a long, painful extinction. Those who get off their savage homeworld of Tuchanka and through the DMZ generally find work as mercenaries and thugs.

The krogan were sponsored by the salarians as a way to stop the rachni wars of the first century AD. While incredibly successful at destroying the rachni, the krogan soon swelled in power to the point of posing a threat to the rest of Citadel space. Around 700, the krogan took over several asari colony worlds: the Council responded with covert operations against major krogan targets, inciting further rebellion and leading to the deployment of the entire turian military against and the salarian-developed genophage. The sting of loss is still very much felt amongst krogans, who harbor resentment both against the Council, but the turians and salarians in particular.



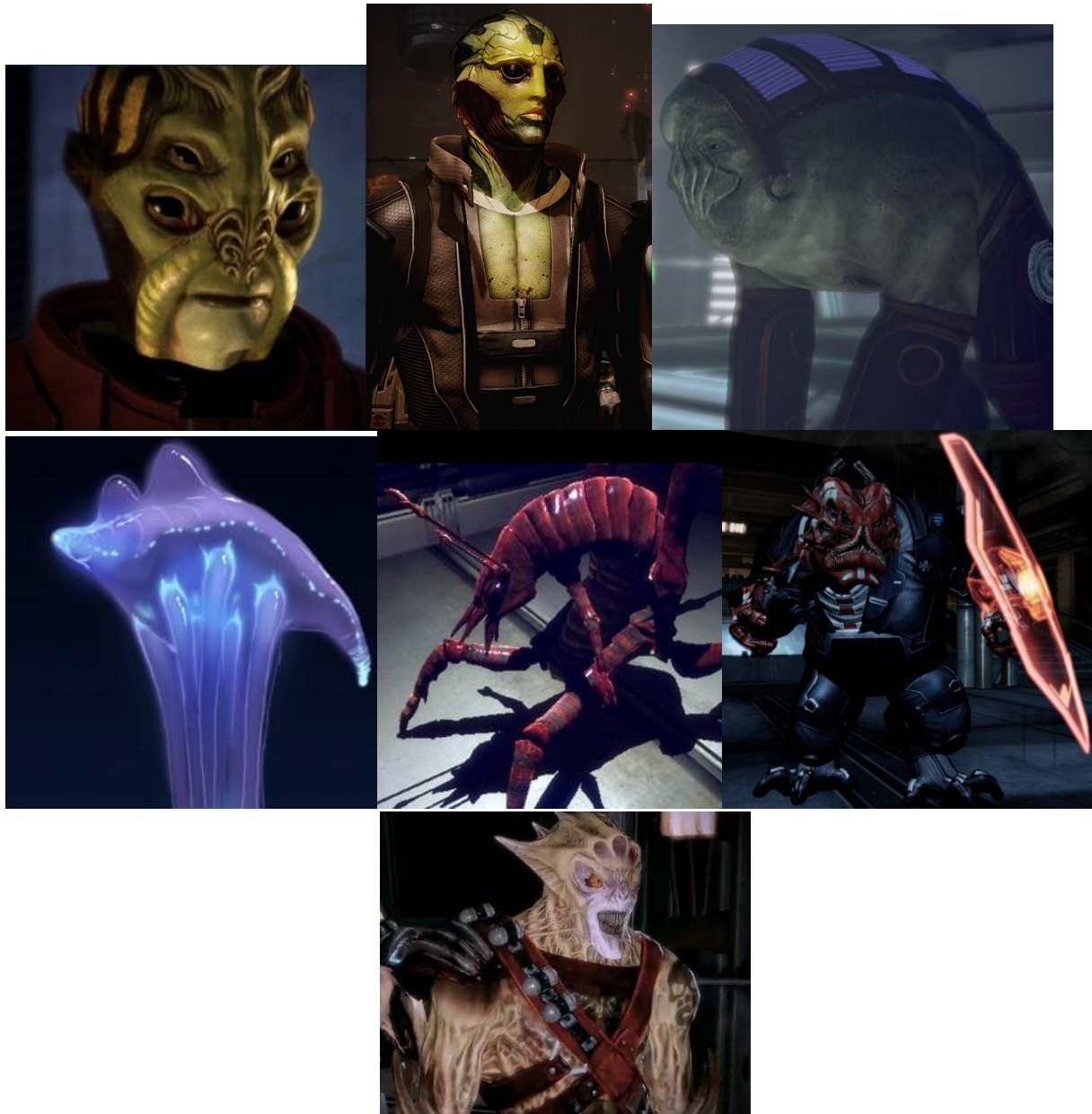
Geth (*Oculus lucis*)

"We are a nation, but interdependent. Separation is our weakness."

- Legion

A synthetic race created by the quarians as manual laborers, operating with a primitive network hive-mind. The geth eventually advanced to the point of sapience (though only at sufficient networking levels), and were then attacked by their quarian creators in 1895 AD. The geth responded by driving the quarians from Rannoch, at which point they secluded themselves. The geth generally stay out of organic affairs, with most efforts focused on constructing a dyson sphere for the entire race to inhabit and ascend to archalitect level. Some geth, however, are worshippers of the ancient machine race known as the Reapers, and as such have caused significant trouble to Alliance and Council space. While geth are technically solely software, they will upload themselves into mobile platforms as necessary: these platforms are what are generally identified as "the geth".

The geth rebellion lead to a ban on AI development in Citadel space, leading them to a great disadvantage when contact was made with the HPNA. However, this ban was lifted after peace between the geth and the quarians was brokered in 2188, alongside the development of self-awareness throughout the geth.



Minor Citadel Races

"It's absolutely necessary to learn the customs before you speak with a new species. You could just be giving directions and your body language could be insulting every relative they have and their alien dog to boot."

- Donnel Udina, Alliance ambassador to the Citadel

Several other races are considered part of the Citadel sphere (though they may not necessarily be a member race of the Citadel). These races include the batarians, drell, elcor, hanar, rachni, and vorchas.



Super Mutant (*Homo sapiens mutagens*)

"My memories of being a human aren't as clear as they once were, but I remember pettiness, hatred, jealousy... I prefer being a mutant."

- Marcus, sheriff of Broken Hills.

Super mutants are really nothing more than humans exposed to the FEV (Forced Evolution Virus). They are far larger and stronger than normal humans, and immune to most physical pain and absurd amounts of radiation.

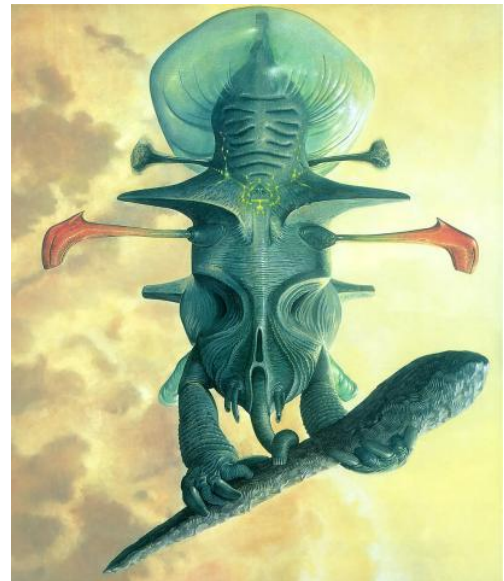
They are generally regarded as being stupid, brutes, but this is completely untrue. They do, however, have a tendency towards violence, springing from flaws in the modified endocrine system, but this is by no means an unconquerable affliction.

Eosapien* (*Eos sapiens*)

"As the creature approached my cone, it became very clear that it was not anything like what I had witnessed before. There was a purpose and intelligence behind its movements."

- Wayne Douglas Barlowe

A gigantic airborne species native to Darwin IV, and unique in being at the dawn of sapience. Primitive tools, personal adornment, and oral traditions are all evident within the species. Contact with the eosapiens is completely banned outside of sparse remote observation, so as to keep their cultural development as natural as possible.





Mi-go* (*Virus yuggothi*)

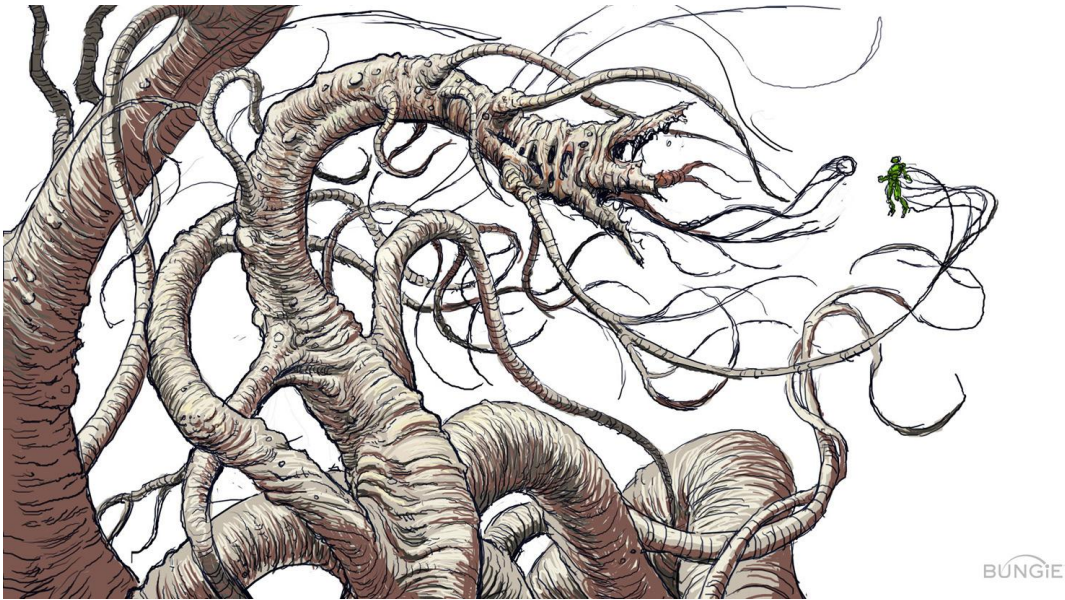
"The most bizarre thing about the facilities on Pluto was just how empty they were. No records, no functioning technology, just a big honeycomb of empty rooms. They didn't even seem to know about the mass relay right under their noses."

- David Anderson

The Fungi of Yuggoth, the mi-go are a bizarre, eldritch race. Their invasion of Earth was never explained, even by their nazzadi slaves. Some poor souls actually met one in person:

they usually ended up with their brain in a jar. Remnants of their settlements were discovered on Pluto several decades after the war, but no other mi-go have ever been seen since.

Late Arrivals: Species of the 3rd Era



Necromorphs / The Flood* (*Inferi redivivus*)

"We are the monument to all your sins."

- The Gravemind

A virulent parasitic organism most often compared to a cancer, The Flood is controlled by a hive intelligence, known as the Gravemind. The necromorph virus will infect any carbon-based life-form, expanding and reproducing to completely take over the host. During massive infestations, hosts may be judged unnecessary. There are many species of necromorphs, most falling under classifications as infection, combat, carrier, and command forms. Necromorphs were discovered on the Forerunner quarantine world of Aegis VII and eventually escaped, ending the War by forcing an alliance.

The Flood comes in five major categories of forms: Infection (small, mobile forms used to infect other organisms), Combat (fully infected organisms), Carrier (aged combat forms which breed and carry Infection forms), Pure (Flood tissue with no host), and Command (Graveminds).



Carapaces (*Prospitium Derses Scuti*)

"Tell you a story? Of course. Years in the past, but not many..."

- Writ Keeper

A neogenic race developed by GLaDOS in the twenty-fifth century to rebuild Earth civilization. Carapaces are generally of shorter stature than humans, with an average height of four and half feet (though growing up to six feet). As befitting their name, they have a tough exoskeleton to protect them from the elements, and are capable of surviving long periods without food or water. Carapaces come in two major varieties, the white-shelled and diurnal Prospitians, and the black-shelled, nocturnal Dersites. Their primary settlement is Can Town, named for the many habitat cylinders that make up the town, led by a Dersite carapacean known as the Mayor, though the majority of the population lives as nomadic exiles.

Vulcans (*Logica mens*)

"That is...illogical."

- Spock

A species very much resembling humanity, vulcans have a bizarre internal biology with copper-based blood and a hydraulic heart among other bizarre organs. Their mentality is nearly robotic in its logic, to the point where it may take upwards of an hour to make simple decisions. The vulcans are the founding species of the United Federation of Planets. Unfortunately, and in no small part due to the bureaucracy of the Federation, the vulcan homeworld was glassed by the Covenant. Less than 10,000 Vulcans survived the War.



The Enemy: Species of the 4th Era



Sangheili (*Macto cognatus*)

"By the blood of our fathers. By the blood of our sons."

- The Oath of Covenant, line 4

The elite soldier caste of the Covenant, the sangheili are a proud, honor-bound race, often compared to human Spartans or samurai. They generally serve as field commanders, officers, and elite shock or infiltration units, but it is not unheard of for an entire sangheili army to be fielded. Sangheili are notably larger and stronger than an average human, though not to the extent of the jiralhanae. Of all the Covenant races, sangheili have the most respect for outsiders, at least those who fight back.

Jiralhanae (*Ferus servire*)

"Always cherry tap a Baby Kong. They can take a load of buckshot to the face and keep on moving."

- Anonymous UCSC marine

The jiralhanae have the dubious honor of bombing themselves into the Stone Age *twice*, something not even the krogan were able to do. They are massive creatures, quick to anger, incredibly violent,

notoriously brutal and very, very angry. They serve as slaves and shock troops within the Covenant: they aren't trusted enough to be put anywhere else.





Mgaielegolo (*Ophis congregationio*)

"I do not claim to understand the mgaielegolo. I merely step aside as they pass, as if one was piloting a tank down the corridor."

- Sangheili major Dhas' Thedavee

Gestalt colonies of orange, meter-long worms, joined by a neuro-chemical hive mind. They operate in "bond brother" shells from the size of a man to that of a tank to that of a building. They are as alien to their fellow Covenant races as they are to humanity.

Yanme'e (*Turpis Rex*)

"Nothing like hearing a swarm of Drones coming your way to cure constipation."

- Anonymous turian serviceman

An insectoid race of lackluster intelligence, minimal cultural achievement, and general unwantedness by everyone, were it not for the fact that they are cheap swarm units. They are incredibly devoted to Covenant doctrine, but have little connection with the rest of the Covenant races or culture outside of trade and military service, due to the extreme differences in mentality and communication.



San'Shyuum* (*Perfidia vermis*)

"Your destruction is the will of the gods, and we are their instrument."

- The Prophet of Truth

The founding species of the Covenant and its leadership. San'Shyuum are frail creatures, serving as leadership, religious authority, and administration amongst the Covenant. It was by their word that the War began, though to what end most can only guess. Few survived the War, and they eventually died out as the dark age descended upon the galaxy.

Kig-Yar (*Perusus Latrunculus*)

"They show up early to scout out the best sniping spots: they leave late because they're squabbling over the corpses."

- UCSC Staff Sergeant Aileen Vo

Mercenaries to the core, the kig-yar do not follow the Covenant for religious reasons, but for simple monetary gain. They are scavengers and opportunists, and notably savage ones at that. Their incredible senses put them to great use as scouts, snipers, and reconnaissance operatives.



Uggnoy (*Monachus frigus*)

"Leader dead! Run away!"

- A common response to an attack on an uggnoy squad.

The slave labor caste of the Covenant, uggnoy are smallish, notoriously cowardly, and not particularly bright creatures. Being methane-breathers, uggnoy require breathing apparatuses when off of their homeworld. Their only real use to the Covenant is that they are cheap to care for and breed fast: throwing Grunts at the enemy until they are buried under the bodies is a legitimate tactic.

Huragok (*Facticus indoles*)

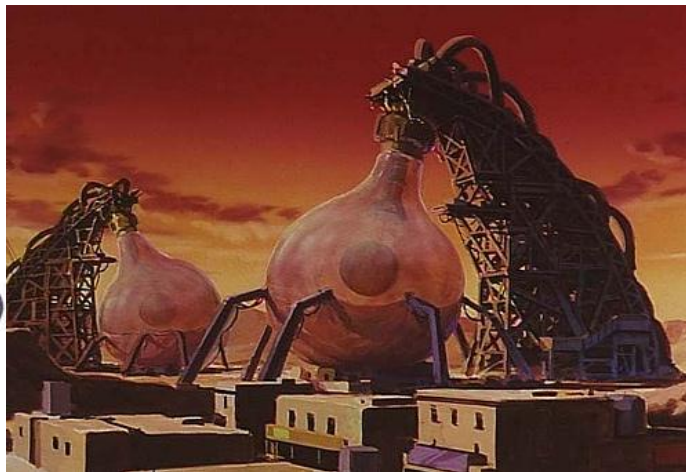
I help because that is who I am

- Lighter-than-Some

The Covenant's engineering caste, the huragok are an artificial species created by the Forerunners, resembling something like jellyfish, kept aloft by lighter-than-air gas bags. Huragok are peaceful, almost childlike, wanting nothing more than to disassemble, analyze, and repair whatever technology they can lay their tendrils on. Communication with them is generally difficult, as they speak only a complex form of sign language and keep to themselves.



Those Left Behind: Species of the 5th Era



Plants (*Homo artificium plantae*)

“Vash the Stampede has been reclassified from Act of God to Weapon of Mass Destruction: The Bernadelli Insurance Company will no longer accept claims of property damage caused by the ‘Humanoid Typhoon’.”

- Meryl Strife

An advanced variety of homunculus, plants are designed as a form of organic terraformer, used to transmute and generate water, base elements, food, and energy, running on nothing but local atmosphere, sunlight, and a philosopher’s stone. Most plants are immobile and must be kept in specific containment units: others are mobile, and a rare few have been adapted for warfare. Plants were unique to the SEEDS Project.



Proxy (*Homo superior proximus*)

“If a proxy can make proxies of itself, can those proxies make proxies? At what point does a proxy stop being a proxy?”

- Re-I Meyer

A transhuman species developed to maintain and repair damaged ecosystems through overwatch of terraforming

settlements. Proxy appearance is variable, though appearances close to the nazzadi are common. Proxies have enhanced speed, strength, and regenerative abilities, and are capable of imprinting their minds on other bodies. However, they have a weakness to strong ultraviolet light, which kills the cells that provide their regeneration abilities.



To'ul'hs (*Subter nubes*)

"We first saw you as devils from Above the Clouds; I am glad that now we see you as friends."

- Ho'thss'l'h'to, to'ul'h statesman

A race looking much like big, black starfish mixed with bats, the to'ul'hs led a simple life under their high pressure, high acidity atmosphere until they were stumbled upon by an automated scouting swarm. They are very much like humans in their thought processes, surprisingly so, and as such they were quickly welcomed into the scattered post-War civilizations. Their descendant clades played an important role on the galactic stage for millennia to come. The to'ul'h homeworld of Tohul Prime is under the jurisdiction of the caretaker archalitect O'hoth'so'toh ("Smoking Mirror").

The to'ul'hs most notable cultural factor is their agricultural age, which lasted for over one hundred thousand years. The constraints of native environment made metallurgy rare and the steam engine, electricity, and dirigibles too limited to have anything beyond the most specialized of uses. This lack of scientific advancement was balanced in the development of an incredibly rich oral and written tradition, in part due to the introduction of a global scholarly language tens of thousands of years prior.

Alternians (*Jotuun svarltav*)

"I know people tend to call them trolls, but that's neither polite nor accurate. I have yet to see one living under a bridge of any kind."

- Zassat Nu Gden, Federation ambassador

Alternians are a horned, grey-skinned humanoid species native to a world that had been rendered lifeless by the time of contact. The alternian life cycle resembles that of insects, progressing through a major metamorphosis from amphibious grub to biped during childhood (there is a race of sea-dwelling trolls that keeps a grub's feathered gills through to adulthood). Alternians reproduce via proxy in the form of Mother Grubs,

wherein genetic donations (Read: vomit) are collected by a corps of automated drones and then fertilized within the Grub. In addition, alternians seem to have a propensity towards violence on both a cultural and psychological level, on no small part due to the manipulations of the Anti-Spiral messenger Doc Scratch. Alternian society is currently in reform from its roots as a terribly oppressive, efficient, and regulated caste system based on blood color, implemented thousands of years ago by Scratch. Said reforms, while breaking the cycle of carnage and cultural stagnation, did little to alleviate the species' reputation as violent anti-social isolationists. (The special caste of the Uraidu-Umbradu was created in the reforms for just this purpose: trolls specially trained for dealing with other species.)

Despite joining the galactic stage as refugees, within a few centuries of their discovery they had begun reforging their empire and went on to become a major member species of the Federation (despite an overall lack of mingling). Alternians have a propensity towards biotech and genetic engineering, though this is generally limited to breeding new varieties of insectile drones or creating new alternian clades.



The Grand Old Fed: Species of the 6th Era



Chozo (*Avia sapiens majora*)

"We warred once. But those were old, desperate times."

- Old Bird

The chozo are an ancient and wise species of bipedal avian-analogs. The chozo, while having existed at an incredibly advanced technological level, live a simple life, use technology only when absolutely necessary and remain near subsistence level in nearly all other matters. They are most often found as advisors within the Federation, or as simple hermits and ascetics on their remote monastery worlds.

Ing* (*Aquilus examen*)

"The Ing are creatures of shadow and darkness, knowing nothing of peace or mercy."

- U-Mos, luminoth scribe

A general term for Lilim races corrupted by the Anti-Spirals, and as such are completely cut off from spiral power. They are thoroughly alien compared to normal Lilim consciousness, appearing mindlessly destructive and having no real forms of culture or technology to speak of.

They ing were not encountered on a large scale until the Phazon Crisis, when hordes of them arrived within phazon-bearing leviathans. The Ing have difficulty surviving outside of their toxic native environments, and so will often "possess" individuals of other races to operate outside Ingformed areas.

It is generally believed that Doc Scratch had begun the process of converting the Alternians into Ing.





Luminoth (*Sophos Lepidoptera*)

"Through vigilance and strength, we create peace."

- A-Jns, legendary luminoth elder

A wise, peaceful race and long-time friends of the chozo, the luminoth were galactic nomads, driven from their homeworld by the War or perhaps leaving earlier than that. They wandered from system to system for millennia before eventually settling on the planet of Aether, where they lived in quiet obscurity until the Phazon Crisis. Aether was one of the first wave of planets struck by a leviathan and the ing: the luminoth fought a long and costly war against the ing, but eventually failed, opting instead to hide in stasis. Their planet was reclaimed some forty years later by one Samus Aran.

Like the chozo, the luminoth are an enlightened race, and so have a subtle sensitivity to spiral power. They are surprisingly strong for their stature, though will still avoid contact whenever possible. Luminoth have an intense dislike of darkness, and so habitually rise at dawn and refuse to stay up past sunset.



Space Pirates (*Astrum pirata*)

"In truth, they are a subordinate species that naturally follows the orders of a strong master."

- Mother Brain

A violent insectoid species with many sub-species, the Space Pirates want to carve their own empire out of the galaxy, primarily by raping and pillaging and sacking whatever planets they can get their claws on. They might be able to, if they weren't too busy squabbling amongst themselves. They are very much a colonial race, with swarms of underlings flocking to certain individuals of power and intelligence.

There is Only War: Species of the 7th Era



Eliatropes (*Antiquiatis elias*)

"Our destiny is a far greater thing than to die in obscurity. We will win. I promise."

- Chibi

A human-descendant race gifted with profound spiral sensitivity, manifesting in a natural ability to create short-range portals. Beyond this, they are skilled in creating technology to harness spiral energy, such as the spiral drive and the Eliacube. Of course, this attracted the attention of the Anti-Spirals, who destroyed the eliatrope homeworld and scattered the survivors as refugees. After settling on the future World of Twelve, the eliatropes formed an alliance with the native dragons under a council of six of each species. This council was split into six sibling pairs, which were "reincarnated", through the power of the cube (Note: all incarnations of any of the twelve were different individuals, though all operating within the same template disposition.)

The eliatropes were not able to outrun the Anti-Spirals for long. As Duodecon burned, the council managed to store several thousand eliatrope children in stasis within the 'Cube in the domain of Emrub, under the watch of the Dragon Baltazar.



Dragons (*Draconis sapiens*)

“Grougaloragan? What a strange name. In legends the only creatures bearing such names were...no. It’s impossible! They’ve been gone since the dawn of time!”

- Noximilien

The exact origins of the dragons are lost to time: they had already been living on Duodecon for millennia by the time the Eliatropes arrived. Dragons, surprisingly, look like a typical human-descendant clade, were it not for the fact that they are capable of assuming a dragon form, capable of flight. Both forms have fire breath (through projection of a substance that ignites on contact with air.), incredible strength and endurance, and minor spiral sensitivity. Dragons are incredibly dense in their humanoid forms, storing matter for the transformation.



Orks (*Brutus viridans*)

"Orkz iz made for fightin and winnin!"

- common Ork saying

Orks are burly, green-skinned bipeds, engineered by the Bene Tleilax to fight the Reapers. They are primitive, savage creatures, caring for nothing beyond war and the full enjoyment thereof. They are in fact a type of fungus, designed to be resistant to Reaper nanites: an infestation of Orks was next to impossible to destroy. It should be noted that Orks have a simple species-wide affinity for spiral power: their ramshackle technology would not otherwise work without

their belief that it will, and large groups of Orks may accomplish seemingly impossible feats when united in a WAAAGH! Orks remained planetbound after the jihad, until an Imperial vessel crashed on a planet inhabited by a particularly bright clan.

Tau (*Maeistas civitas*)

"If you will not accept the Greater Good willingly, we must regrettably use force."

- Commander O'Shaserra

Descendants of a long-lost asari colony that had regressed to stone-age technology, the tau are a fledgling empire, naïve to the galaxy at large. They still have the distinctive blue skin of their ancestors, though their crests have been replaced with hair, their feet have become cloven, some rudimentary sexual dimorphism has appeared, and they have lost the asari's biotic predisposition and long lifespan. Tau society is based around a strict caste system and the concept of the Greater Good, which all tau strive to serve with excellence. As such, their small empire takes many client races under its wing, and has a distinct potential for technological superiority when compared to other empires.





Eldar (*Celsus patruelis*)

"I do not have time to listen to your childish screeching, mon-keigh."

- Farseer Kalis

The eldar are a human descendant race, ironically taking their name from a prehistoric human species: While they much resemble their ancestors, their bodies are unnaturally slender and alien to the eye. Eldar are generally aloof and ascetic when compared to other races, involving themselves only when they deem it necessary and holding themselves in superiority above all. They are the remnants of a collapsed civilization and a destroyed planet, now living as refugees in their gigantic worldships.

Fanal Ternians (*Jotunn malleus*)

"Let us tell you about An'srew Hy'sie."

- Tumbar Turla, fanal ternian raider

A decadent descendant race of the alternians, twisted by the manipulations of An'srew. They are a vile, capricious lot, reveling in the anarchy, violence and decadence that their ancestors had long left behind them. Members of other races captured by Fanal Ternians are often twisted in both body and mind to become more like their captors, slaving away in the depths of their labyrinthine hive worlds.



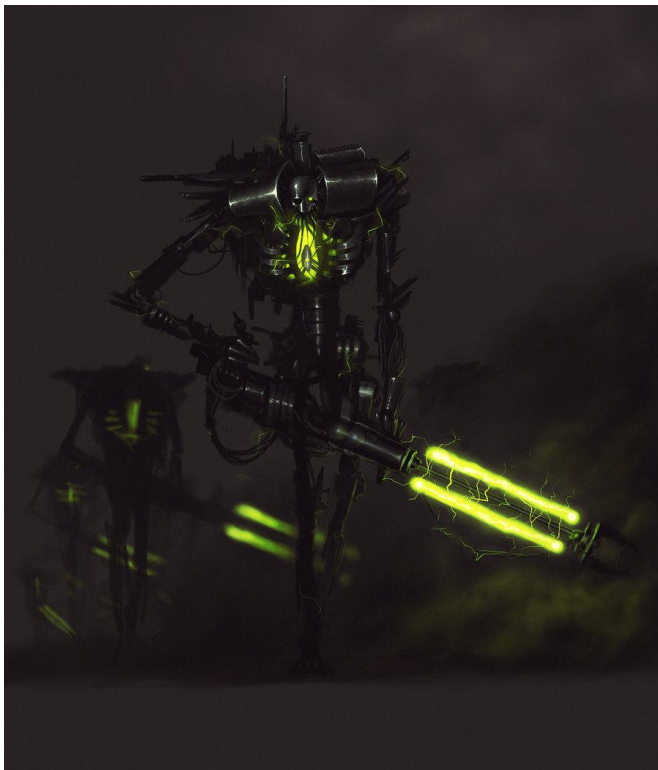


Tyranids* (*Infinitus esuritio*)

"Warn them, warn them! The Tyranids are coming! THE TYRANIDS ARE COMING!"

- Astropath Merrill

A race both insectoid and reptilian, the Tyranids have an insatiable hunger for everything. They live only to consume, using the harvested biomass to breed and grow. They are highly adaptive, breeding new subspecies to fill niches or adapt to new environments. Some believe they are extragalactic in origin, explaining why their hive-fleets, while massive, are not as dense or as strong as they ought to be: they have been starving.



Necrons* (*Erus sepulcralis*)

"We are the end of everything."

- The King of the Marble Tomb

The Necrons are what were left of the Reapers after the Butlerian Jihad. With their numbers drastically reduced, the Reapers adapted, remaking themselves as a vast army of skeletal constructs. Some ship-form Reapers remained, but not enough to facilitate a full purge by their prior tactics. To solve this massive logistical problem, the Reapers began to form a network of slipspace jumps between their tomb worlds, forming new tomb worlds in the process. Combat was re-organized: Necron armor is regenerative to the point of near-indestructibility: a Necron

warrior can regenerate to full operations in a matter of hours after seventy percent of the body has been destroyed. Battle groups are augmented by swarms of "scarab" units, as well as focus on indoctrination and phazon technologies in combat, rather than as preparatory measures.

People and Things of Note in the 1st Era



Aang Tenzin Gyatso (1993-2077)

"Met him back in 2001, when we were still trying to figure out what the hell was going on after the Impact. I was the only one at the conference even close to his age, so he sorta latched on to me and I've been his big sister since."

- Toph Bei Fong

The fifteenth Dalai Lama and religious leader of Tibet. Gyatso is praised for his active and often personal involvement in peace and relief efforts across the world. He is a chief supporter of the Harmony Restoration Movement, a world-wide ecumenical movement for greater religious understanding. He has been the target of criticism for his close friendship with Toph Bei Fong, but even critics will admit that it was this friendship that

led to an independent Tibet in 2020.

ADAM/LCL

"I saw one of the smugglers having a game of catching on the docks today. And this surprised me, because his hands were crippled during the war. He was unloading the barge the other day when he was bitten from this sea slug. He woke up the next morning and he found he could move his fingers for the first time in years. I asked him if he still had that sea slug. As luck would have it, he did..."

- Dr. Brigid Tenenbaum



An organic substance appearing most normally as an orange semi-solid with notable mutagenic properties. LCL is the output of a Lilith-type Seed of Life, and consists entirely of what is similar to stem cells, and is in fact the basis of all life on Earth. ADAM is concentrated LCL created by a certain species of sea slug, and is used generally for genetic enhancements (plasmids), gene treatments (tonics), and as the basis of Instrumentality-based mental backup. ADAM was first discovered by Rapture scientists, who then allowed free use of it by all citizens, to disastrous results. Remaining supplies are controlled by the Foundation and NERV: however, there is a known ADAM smuggling network on the global scale. (In truth, funded by SEELE).

Adam's Children

"Pull back the veil that blinds you, brethren! Repent, for the end approaches, when all will be made clean in fire!"

- Brother Enoch

The public leaks of the TDSS fragments spawned dozens of quack religions and doomsday cults, but this one is different. They have managed to organize and stabilize, preaching on street corners, handing out pamphlets, and occasionally firebombing NERV and Foundation sites.



Alchemy

"The Law of Equivalent Exchange is thus: nothing may be created without equal payment. This is the basis of all alchemy."

- Theophrastus Bombastus von Hoenhiem

The science of transmuting matter into different forms. Alchemy is not an instant process and requires significant preparation time, prep materials, and equipment. Even small

transmutations will give off massive amounts of heat due to the amounts of energy being used. The use of a Philosopher's Stone cuts down on needed materials and time, but Stones are rare enough that most alchemists will instead use specialized kits for their field, or single-use gloves.

The general fields of alchemy are biological, medical, metallurgical, and inorganic. Transmutations must be to the same type of matter: for example, metal cannot be turned to flesh.

Alchemy is in fact a very subtle application of spiral power. It may be practiced by all Lilim species: species with the strongest alchemical traditions are humans, the na'vi, the to'uh'ls, the chozo and luminoth, the eliatropes, the and to a lesser extent the alternians). Alchemy faded out somewhat with the Transhuman Revolution, making a comeback in a variety of homebrewed and patchwork traditions in the Post-War period.



Aperture Science (Founded 1946)

"The best damn applied sciences company on Earth."

- Cave Johnson

An American scientific research corporation, famous for their work on lead-based shower curtains, Propulsion Diet Pudding, the Heimlich Counter-Maneuver, Take-A-Wish Foundation, the Portal Project, and various other unorthodox technologies. Aperture's lone facility, including labs and Enrichment Center, is located in a long-abandoned salt mine in Michigan, purchased by the company's founder, Cave Johnson. Aperture Science went under in 1997, due to the mysterious death of every staff member (hint: it was neurotoxin), leaving the testing facilities under the "auspices" of the AI GLaDOS. It did not resurface in any way until GLaDOS re-emerged and began a campaign to retake and re-unify Earth.



Apple of Eden

"This Apple of Eden will be understood. It must be... Is it a weapon? Is it a catalogue? Is it somehow both?"

- Codex of Altaïr, page 1

The Apples of Eden are "control modules" for the Seeds of Life, appearing as a small golden sphere which can easily fit into the human palm. Lilim who handle Apples for long periods of time will experience severe mental degradation, while at the same time receiving glimpses of Seed knowledge. Eventually, they will go mad if the Apple is not removed from their possession. Apples may be used to control or kill other Lilim, though this process hastens the deterioration of the user's mind. The two Apples on Earth were lost after the arrival of their respective Seeds and were eventually recovered by SEELE.

Bei Fong Industries (Founded 1976)

“They’re a family-owned business in the way the mafia is. Not the most scrupulous folks in the world, but they have class. Treat their employees right, don’t cut corners, send you a nice card for Christmas. They’re respectable.”

- Tony Stark

The industrial powerhouse of the post-Impact world, BFI manufactures everything from cars to pharmaceuticals to heavy artillery. The company is owned exclusively by the Bei Fong family (to this day, one cannot buy BFI stock), and owns nearly one third of the post-Impact Chinese economy, not counting its prodigious black market credit. Its connections with the criminal underworld are well known, but as of yet no government has called them out on that.



Brotherhood of Assassins

“Nothing is true: everything is permitted.”

- Creed of the Brotherhood of Assassins

An ancient organization originating in the Near East (though moving to Italy during the Renaissance), the Brotherhood is notable for their long and secret war against the Templars (and their descendant groups), as well as for recovering both of the Apples of Eden at one time or another. The signature of the Brotherhood is the removal of the ring finger, so as to use the traditional wristblade, though later chapters engaged in ritual scarring of the ring finger instead. The modern Brotherhood’s primary enemy is SEELE, though they do not actually realize it, instead focusing on fronts like the Abstergo Corporation and NERV.

Chimera

"The classic chimera is lion-goat-snake, but I've seen platypus-bear and bear-shark-topus."

- Joshua Foster, sophomore of biological alchemy at the Elric Commons

A combination of one or more creatures through alchemy. Some few chimeras are made with humans and are therefore capable of speech and thought.



The Combine

"We ought to be thankful for the peace and security afforded to us by Our Benefactors."

- Dr. Wallace Breen

The Combine is an extra-universal union of highly advanced alien species, which ruled over Earth via a proxy government from 2001 to 2015. This government was known as the Overwatch, and consisted primarily of a military arm made up of synthmorphs and augmented transhumans, headed by an Advisory Board and Administrator. The only Administrator ever to hold the position was Dr. Wallace Breen, a former Foundation scientist at Black Mesa.

The Overwatch constructed twenty cities world-wide to serve as bases of operation, with the capitol citadel of City 17 located in western Russia.

The Combine period was defined by a great lessening of major international hostilities, some restoration effects to clean up the Second Impact, and the growth of megacorporations. The Overwatch went offline in 2015 after the mysterious death of Dr. Breen, and the remnants were adapted into various national and corporate armies.

Crockercorp

"I've had to dodge three attempts on my life in the last year. They call me the Batterwitch, just like they called my grandmother."

- Jane Crocker

Founded by Colonel Samuel Sassacre and his enigmatic wife (referred to only as "The Condesce") in 1921 (rebranded in 1992 and again in 2002), Crockercorp is an absolutely massive hypercorp (to the point where it operates head-to-head with Bei Fong Industries) with a significant stake in the foodstuff and high tech markets, especially in the American market. Crockercorp is often suspected of highly unethical business practices, including and not limited to corporate assassination, forced servitude, illegal memetic additives, mass sterilization, human experimentation, and various other plots, but no one has been able to pin anything on

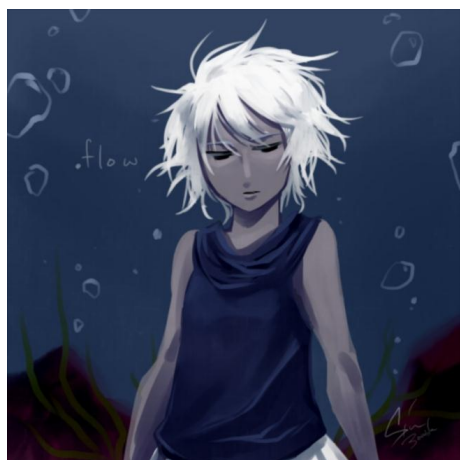
them yet. (Though Toph Bei Fong is trying her damndest) The company formed a ministate under its jurisdiction in the northwest United States in 2017. Rumor has it that the Condesce is still alive, and malicious as ever.

The Doctor

"Trust me, I'm the Doctor."

- The Doctor

An entity appearing throughout time and space in a handful of forms, all resembling an adult male human of apparently British descent (or occasionally a pony). No matter the occasion, the Doctor is accompanied by three things: a blue police box (his apparent transport), some sort of incredibly powerful omni-tool (referred to as a "Sonic Screwdriver"), and his assistant, Derpy (who is generally a pony, and occasionally a human.) Shenanigans and misadventures usually ensue.



Dreamwalkers

"It chased me to the stairwell, and then I beat its head in with a lead pipe before the rest tore me apart. It was fun."

- "Rust"

Dreamwalkers are those who are aware of their presence in the dreamworld, have some control over their actions within, and may interact with it to an extent. However, this puts them at risk by attracting the attention of the things that live within. Skilled dreamwalkers may even be able to walk into the dreams of other people, but the deeper one goes, the harder it is to get out, and the more one draws the notice of various entities to themselves.

Dreamwalkers are generally recluses and social outcasts, oftentimes suffering from some kind of past trauma, which may shape their abilities. Skilled dreamwalkers will be able to manifest certain simple "effects": ex. Transforming, changing size, generating light, creating a knife or bicycle.



Dreamworld

"Dear Diary: I saw the doors again last night."

- Madotsuki

Very little is known about the dreamworld, as any research attempts have consistently failed. What can be said about it is that it is a sort of parallel plane of existence surrounding base reality, accessible by only a certain few individuals through their dreams. A handful of recurring

entities and locations have been recorded, though connections are tentative at best. On rare occasions, the Dreamworld may leak into base reality as an LOC (Lucid Oneirological Concept).



Edward Elric (1898-1974)

"At the beginning of each semester I make the "alchemy training costs and arm and a leg" joke. There are always a few students who are shocked when I show them how literal it is."

- Edward Elric

Often called the Steel or Full-Metal Alchemist (in reference to his prosthetic limbs, the result of an experiment gone awry during his childhood), Elric is remembered as one of the finest alchemists to ever come out of Germany, not only for the massive advances he made in the science, (specifically several thesis papers on the nature of transmutation and a decade-long study of human transmutation) but also in organizing the downfall of the Father of Homunculi alongside his brother Alphonse, and by extension, ending the First World War. The brothers and their families permanently immigrated to America in 1930 to avoid Nazi rule, settling in the area of Pittsburgh, Pennsylvania, where they founded the Elric Common College of Alchemy in 1933.

Feel Good Inc.

"Sometimes, when I look up at the tower, I just get these chills, you know? You see the helicopters flying around, and all those dark clouds, and it sorta feels alive. Like it's really this big black thing that just looms there, feeding off of people."

- "Pepper Jack"



One part drug den, one part brothel, and all parts the summit of all the bleak degeneracy of the post-Impact world. FGI's monolithic silhouette is synonymous with hedonism, decadence and depravity the world over. Feel Good exists as its own entity: ruled by none, answering to none, and no one bothers to change it. Many times it is treated more a force of nature than a corporate construct. Of course, the Gorillaz concert at FGI in 2005 must be mentioned, as it's the stuff of music legends.



Gendo Ikari (1967-2049)

"Don't tell anyone this, but I once saw my father at a karaoke bar. He was singing 'Play that Funky Music, White Boy'."

- Shinji Ikari

Supreme Commander of NERV, and later Security Chief of the United Nations, Gendo Ikari is generally a calm, if distant and stoic, man. He's not all that bad when you get to know him, but there are very few people who do. He also has a very cool beard.



Gorillaz

"I ain't happy / I'm feeling glad / I got sunshine, in a bag / I'm useless, but not for long / the future, is comin' on..."

- Stuart Pot, "Clint Eastwood"

A British hip-hop/alternative rock band started in 1999, consisting of Stuart "2D" Pot, Murdoc Niccals, Russel Hobbs, and Noodle. Gorillaz is considered the signature band of the 2000's and the post-Impact generation.

Grisamentum

"The most dangerous man in the world is the one who keeps his contracts in order and always has a backup plan."

- Constable William Teller

A notorious London gangster from the turn of the twentieth century, he initially avoided persecution by forging a close relationship with the police, the Harker Institute, and the 12th Warehouse. He or his lackeys created or acquired large amounts of SCP items, and is generally believed to have connections with Marshall, Carter and Dark, Ltd. He was eventually killed in a failed plot to rewrite the laws of reality in his image, which involved his transformation into an SCP object, in conjunction with several other powerful SCPs.

The Harker Institute for Supernatural Studies

“Jonathan Harker was no scientist, to be sure, but they did manage to keep their act together. Reasonably.”

- Dr. Kain Pathos Krow, SCP Foundation

A Victoria-era organization dedicated to studying and containing SCP and EIA objects. It is notable, though easily critiqued, for its relaxed attitudes towards cross-testing and use of objects, to the point of creating new ones. The Institute was generally ineffectual at combating or policing London's thriving paranormal underworld, and was usually unable to secure, recover or guard objects desired by underworld factions. The Institute went into decline after World War One, and it and the objects it contained were absorbed by the SCP Foundation in 1946. Most of the objects it contained are considered Safe or Euclid under Foundation classification.

The Homestuck 8

“It's all a really long story.”

- John Egbert

The “Homestuck” kids (a self-given name, due to their collective state of being stuck at home) were the first successful human clones, created in 1996 in a Crockercorp-sponsored project. The Eight were kept in artificially-maintained environments, with no contact except with each other and homunculi guardians, and all of them were proficient dreamwalkers. It is presumed that the experiment was designed to test and perfect memetics to be distributed to the population at large via the Dreamworld, or to possibly control the Dreamworld itself.

The Homestuck 8 is made up of four sets of cloned pairs, split into alpha and beta batches. The Eight managed to eventually escape Crockercorp control after a lengthy and convoluted plot, beginning with the release of SBURB in 2009, using the game as a method of contact between alpha and beta batches, and eventually a way to mount an escape in 2012.

Human Instrumentality Project

“I really can't believe they were able to sit down and talk this all out without laughing. It sounds ridiculous.”

- Gendo Ikari

SEELE's end goal, human instrumentality is a path of forced human evolution wherein the entire population of Earth would be reduced into LCL and gathered within the Seed of Life buried under Japan. This now-singular entity would then be under the control of SEELE, who would have repurposed the EVA units as “personal arks” and thus ascended to godhood. The HIP failed, however: While Adam and Lilith were fused and the process of instrumentality had begun, Yui Ikari managed to contain the process within the Seed by merging herself with Lilith with the Apple of Eden, while outside the Reo created a barrier by sacrificing themselves and

the MP EVA units through the miniature Lances, containing the dissolution effect within the Geofront.



Impact Day

"This is a day for silence."

- Aang Tenzin Gyatso

September 13th is set aside as a day of remembrance for the millions who died during the Impact. It is observed world-wide.

The Impact itself was caused by the contact experiment carried out with the Adamite Seed. Exposing it to its

respective Apple woke it from its stasis, but when the Seed began to purge Lilith-based life in order to fulfill its own directive, the scientists were forced to use its own Lance against it, reducing it to an embryonic state. The catastrophic energy discharge killed upwards of 500,000,000 worldwide, not counting those that died in the wars that followed. The official cover story was that of a meteorite impact.

Little Sister

"Even now, I sometimes have dreams about Daddy. The conditioning doesn't go away."

- Mary, a former Little Sister

A walking repository of ADAM, introduced in Rapture to reprocess and recycle the substance during shortages. A handful managed to escape Rapture after their slugs were removed by the Man Jack, while other still with the slugs made it into the auspices of the SCP Foundation. However, the unique situation in Rapture means that no one ever quite knew how many Little Sisters survived the incident in 1961 and how many might have died.



All Little Sisters were accompanied by a Big Daddy, a homunculus specifically imprinted to protect them at all costs. The girls were likewise conditioned to see the homunculus as they would their own father.

Medical Mechanica

"To this day I have no idea why the factory was in the shape of an iron."

- Naota Nandaba

A Japanese pharmaceutical/medical/robotics corporation. They are most famous for their "Canti" line of personal robotic assistants.

Memeticist

"Has anyone really been far even as decided to use even go want to do look more like?"

- Anonymous

The Foundation made the first steps into memeticism in the 60s, and the study rocketed forward with the aid of the internet. Essentially, memeticists are specifically trained in the delivery and activation of memes, which may be used to subtly influence the behavior of others. Most memes are harmless and last only a few seconds, while some may be lethal.



Mew

"I followed it into the woods. I could hear it in my head, calling for me. When I reached it...for a moment, I could see everything."

- Subject-13, one of the Viridian Forest psychics,

An incredibly powerful and notoriously elusive Keter-class SCP (though referred to as a Pokemon). Mew is believed to be responsible for the psychic abilities of a number of children born

near the Viridian Forest of Japan in the first half of the twenty-first century. It is the subject of upwards of twenty known Pokemon cults.

Mewtwo

"I trust the project is on schedule. Not ahead of schedule. That would imply that you are rushing, and we can't have that, can we?"

- Rocket Boss Sakaki

A flawed clone of Mew created by Team Rocket, presumably as a means to assert power over the government of Japan and criminal competitors. It escaped into the wild when a guilt-ridden scientist sabotaged the project, and was captured and trained by Red. It remained with him until his death.





Miskatonic University

"Timendi causa est nescire (Fear is the cause of ignorance)."

- University motto

Founded in 1834 in Arkham, Massachusetts, Miskatonic University has always been at the forefront of academic eldritch studies in the world. The institution is incredibly selective, comparable to Harvard and Yale, and world famous for its courses on Esoteric Literature and Pre-Human Civilizations. Those who call her alma mater are a devoted group, and homecoming is always packed with "The Old Ones" come to cheer on the MSU Badgers.

NERV (Founded 2010)

"God's in His Heaven. All's right with the world."

- NERV motto

Formerly GEHIRN, NERV is a Japanese equivalent to the Foundation, devoted to studying FAR and angelic artifacts. While on speaking terms with the Foundation, the two organizations are not on friendly terms. NERV is located under Tokyo, within the hollow interior of a FAR terraforming artifact. Many of their projects seem to have an ulterior motive: unknown to all but the higher-ups of the Foundation, NERV is merely a front organization manipulated by SEELE.

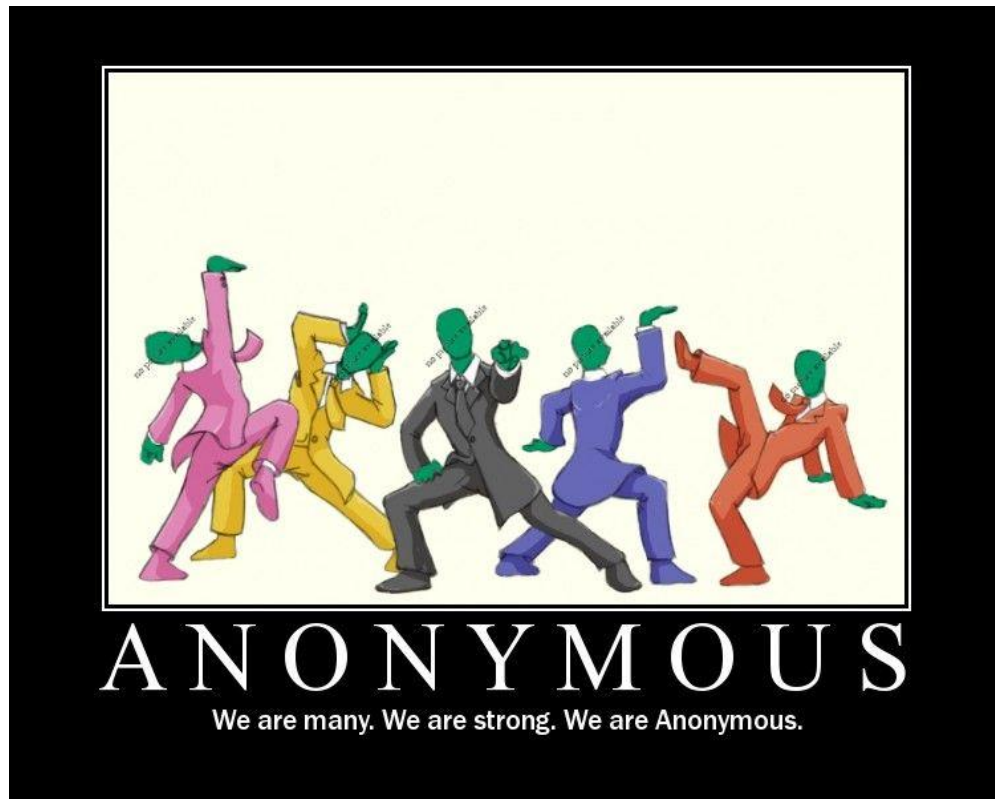


Newfags

"STFU AND GTFO."

- Anonymous

The third of the major internet anarchist groups, the Newfags care for neither activism nor true lulz. They just want to see the world burn. They are the scum of humanity: no standards, no morals, and no conscience, little more than a cancer of unfunny memes and pornography.



Old Anons

"Did someone say weeaboo?"

- Anonymous

They are the Lokis and Coyotes and trickster gods of the modern day. They have no agenda beyond their own whims, no organization, and no qualms about ruining someone's day. However, they aren't precisely malicious: their pranks are for the lulz, and many times the victims are laughing along with them. Their public front is a green-skinned, suited man without a face. They are incredibly derisive of the Newfags and Vanguard.



Ozai Iwamatsu (1959 – 2034)

"The best day of my life was when they closed that cell."

- Zuko Iwamatsu

The Japanese minister of war, responsible for overseeing both the counterattacks against the Angels and the development of Pokemon. He is a cold, callous man, distrustful of anything he himself is not running. He was removed from office and jailed in 2018 after the revelation of a domestic abuse scandal, coinciding with the mental breakdown of his daughter Azula, which resulted in fifteen deaths.



The Party

"War is peace. Freedom is slavery. Ignorance is strength."

- Party slogan

A totalitarian government that came to power in Britain after World War II, led by the enigmatic (and actually nonexistent) figure of "Big Brother". The

Party remains in power do to its philosophies of total populace surveillance, thought policing, memetic brainwashing, and historical retroactive continuity. It is estimated that the Party would have lasted for centuries were it not for the actions of V.

Plastic Beach

"The place where garbage goes to die and seagulls go to roost."

- Graffiti found in a London subway station

A tiny island in the mid Pacific made entirely out of garbage. The island is notable only for serving as the home and studio of Gorillaz from 2007 to 2010, and as a pit stop for the Pacific Citizens' Submarine Fleet. Plastic Beach was a popular pilgrimage spot for fans of the band until it sank in 2011.



Philosopher's Stone

"Lapis philosophorum lapis ruber lapis quantus sacrificum vis caputo felicitas"

"Debes sapio debes ibi multa miseria tua retro calamitatis habes saputo felicitas."

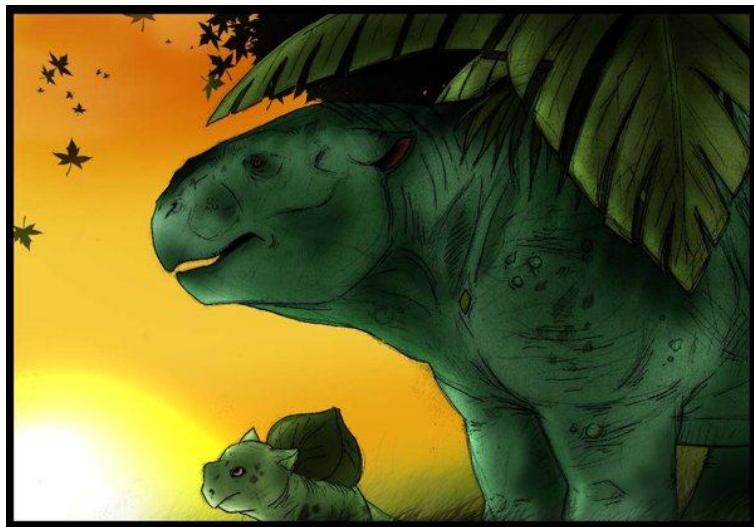
"Stone of philosophers, ruby red stone, which caused so much sacrifice and misery unknown."

"Deceptively though, the stone did appeal and made foolish men think its happiness real."

- The first two couplets of "Lapis Philosophorum", attributed to Nicholas Flamel

A substance of incredible alchemical power, most commonly found in the form of either a small red stone or a pale liquid. Philosopher's stones may be made either as a result of human transmutation (a banned practice, though that doesn't stop many people), or as the result of a

massively complex alchemical process. It was not until the late twentieth century that philosopher's stones became common enough for non-professionals to obtain.



Pokemon

"The project had the four brains behind it from the beginning: Drs. Okido, Utsugi, Odamaki, and Nanakamado. They designed a good deal of them, ran the testing, and when they went public they got positions within the League as district overseers. They know everything: all the statistics, all the generational tweaks, all the ones that never went public, and at some

time or another, every trainer in Japan goes through their offices."

- Shirona, Hokkaido League Champion

Highly advanced chimeras displaying a range of unusual physical and alchemical abilities, made by the government of Japan. Originally conceived as biological superweapons, they proved too unreliable and uncontrollable. Powerful specimens were contained, and a host of weaker varieties were released commercially as pets and household assistants. Both military and domestic varieties escaped into the wild following the chaos of the Angels' arrival. Play-battles between Pokémon trainers became a popular sport in twenty-first century Japan.

Pokémon Cults

"Kumamoto Prefecture: June 22nd, 2019: Park rangers prevented what appears to be an attempted ritual sacrifice of four individuals by a Groudon cult. Nine cult members were arrested: according to interviewed members, the kidnapped sacrifices were to be thrown into the crater of Mt. Naka to appease Groudon."

- Newspaper clipping

Certain legendary Pokémon are rumored to have the strength of gods, and no small number of cults have sprung up around these mythic creatures (many of them may not even exist). Major cults include Mew, Ho-oh, Lugia, Groudon, Kyogre, Rayquaza, and Arceus.

The Pony Underground – (Founded 2010)

"We're going to love and tolerate the crap outta you."

- "Appaloosa John"

A clandestine organization of memeticists, internet addicts and alchemists, devoted to the television show *My Little Pony: Friendship is Magic*. It is generally thought that this devotion is to a downright absurd, if not unhealthy degree. They are most notable for the independent development of the pony-homunculus, and for being the only militantly friendly faux-terrorist organization in history.

Prawn Talker

“kr’Kktik rsskikktk chk’rrshk? (Do you understand English?)”

- A basic Poleepkwi phrase.

A generic term for a human who has some knowledge of Poleepkwa language and culture, generally in an unofficial manner. Originally meant as an insult, it has since been accepted into normal usage.



Project E

“Look, I don’t care if we can manage a consciousness upload into the EVA. We’re moving on with the AI integration. Yes, I’ve seen the upload test results. Yes, I know that than an upload matrix synchronizes with the pilot better. I also know that the psychological damage it causes to

the pilot is enough to render them a vegetable within four months, and that's the most positive projection. We aren't using uploads, and that's final."

- Yui Ikari

Project E, more properly the Evangelion Development Project, featured the construction of giant cyborg battlesuits in preparation for the Angels. The Evangelions were in fact built from the remains of the First Angel, Adam, recovered during Second Impact, and outfitted with an experimental AI unit, which would directly interface with the pilot. First generation EVAs required a pilot fourteen to seventeen years of age to complete proper synchronization with the AI: later models were able to overcome this. Fourteen Evangelions were initially created, all of which were destroyed during the Angel attacks and Third Impact.

Evangelion units found common battlefield usage during the mi-go invasion and even up to the War, though these models topped out at sixty feet tall, as opposed to the one hundred and fifty feet of the original models, and contained no Angelic materials.



Rapture

"No gods or kings: only man."

- Andrew Ryan

An objectivist utopia habitat, built under the Atlantic Ocean by billionaire Andrew Ryan in 1946. Rapture scientists were the first to discover ADAM and its uses as a mutagenic, though its usage eventually led to the collapse of any order in 1961, and its destruction in 1978. The ruins were rebuilt on small scale in 1983 by an offshoot of Fontaine Futuristics, only to be abandoned in 1987 due to lack of resources. The population up to that point consisted mostly of essential personnel and researchers, and a small Foundation research team



RED/BLU

“To my layabout, brain-defective sons, Blutarch and Redmond, I leave the greatest curse of all – partnership. What land I have purchased in this new world is to be split evenly with you both.”

- Zephaniah Mann

Reliable Excavation Demolitions and Builder’s League United were two sides of the same coin in nearly every sense of the word. They owned pretty much everything in America in the mid-twentieth century, and fought a massive corporate war to keep it from the other’s hands. Of course, the two were really owned and powered by the same force, Washington-based TF Industries. The endless war was born from the land-grab conflict of their respective founders Redmond and Blutarch Mann, before both companies were bought out by TF Industries without their realization. Both companies own dozens of fronts, and are both supplied by Mann Co, another TFI-owned company.

RED-BLU Freelancer

“What makes me a good demoman? If I were a bad demoman, I wouldn’t be sittin’ here discussin’ it wit yeh now would I?”

- Tavish Degroot, RED demolitions specialist

RED and BLU had the highest standards for their mercenaries, and now that the companies are gone and the war games done, there are a lot of guys and gals looking for something to shoot. Given the strict regulations of the RED-BLU war, all freelancers fit into one of the nine classes: scouts, soldiers, pyros, demolitions, heavies, engineers, snipers, medics, and spies.



Red (2030-c.2110)

"You know, don't think he ever actually spoke to me, even when he became champion. Just took his prize and disappeared. Maybe he was mute. Then again, I didn't have my contacts in the day I met him, and I couldn't tell if he was a boy or a girl for the longest time. I don't think he forgot that."

- Dr. Yukinari Okido

Without doubt the most famous Pokémon trainer in history, "Red" almost single-handedly destroyed Team Rocket, captured and trained their "Mewtwo" superweapon, and was inducted as Kanto League Champion, all at age eleven, within a year of obtaining his first Pokémon. He was then involved in the defeat of the "Elite Four" and their extremist Pokémon cult two years later, and sundry other heroics. Later in life, he was employed by the Japanese government to recapture dangerous military Pokémon. He did not flee during the Fall, and lived out his last years as a hermit on Mt. Fuji.



Rei Ayanami (1999 - ????)

"Heeeeeeee~eeeeey...watcha dooooooin'?"

- Rei

Rei Ayanami is a lot of things. She is the clone of Yui Ikari. She is a human-Seed hybrid. She likes doing *stuff*. Her list of accomplishments, whether factual or not, include punching out an Angel's soul, shrugging off a nuclear weapon, single-handedly destroying a mi-go hive ship, and making a TITAN cry through undisclosed methods. Whatever the case, she is generally referred to as "crazy awesome" (and by other NERV staff "completely psychotic"). She poses an incredible danger to anyone in her presence, whether intentionally or not.

Rei is accompanied by the Rees, seven similarly psychotic Yui-Lilith clones. The Rees' cores are unstable, forcing them to remain in containment deep within the NERV facility, generally spending their time in VR. They are: Kiko (wears pink, likes hugs), Zyuu (fake French), Nana (Boom for the Boom God), Ito (scientist, likes vegetable gardening), Siyon (silent, isolated, ninja-like), Hatchi (like a six year old on speed), and Kei (Bond villain wannabe, more sane).



The SCP Foundation (Founded 1946)

"To Secure, Contain, and Protect."

- Foundation motto

A secret organization devoted to the study and containment of paranatural and anomalous items of all varieties. The Foundation was formed originally as a unification of smaller pre-existing groups under a project headed by the United States military, a project that the Foundation swiftly outgrew and erased. Foundation sites are located all over the world, containing anywhere from one to hundreds of items. The Foundation is on good terms with Miskatonic University, grudgingly works with NERV (so as to root out SEELE), and considers the Warehouse a bunch of upstart idiots who serve as a sadly comedic "rival".



SEELE

"We wouldn't be so worried if we could find the bastards. It's like playing hide and seek, except the other kid is an insane cultist with a live nuke in his pants."

- Dr. Clef, SCP Foundation

A secret pseudo-religious society maintaining a global power cabal through dozens of fronts and puppet organizations.

Their major goal was to ascend to godhood through the Human Instrumentality Project, and nearly did so through their secret backing of NERV. This plan failed, ending in the deaths of the entire organization

Seleção Initiative

"Noblesse oblige. I look forward to seeing your continuing work as a savior."

- Juiz

A prelude to the Human Instrumentality Project, the Seleção Initiative was sponsored by SEELE to find suitable candidates for the HIP.

Those chosen were given 10 billion Yen and the directive to "save Japan" in whatever way they saw fit. The actual grading criteria are unknown.



Society of Zoological Pugalism

"Happy to be a zoo. Ecstatic to be fights. Zoofights."

- SZP motto

An organization devoted to the most gentlemanly of sporting

events: Creating horrendous chimeras, augmenting them with all manner of machinery and upgrades, and then having them fight each other to the death. The greatest of their tournaments is Zoofights, an event so grand that only six have ever been held in history: Zoofights I (2005), Zoofights II (2006, and an infamous failure), Zoofights III (1870), Zoofights IV (1890, put on hiatus, completed 2190), Zoofights V (2461), Zoofights VI (1988).

The Society is not really that good at counting. They also have an incredibly good record of causing massive destruction due to the inevitable creation of god-like contestants.

Soy Sauce

"It be openin' doors to other worlds, mon."

- Fake Robert Marley

A hallucinogenic drug with the dubious honor of not actually being a hallucinogen, the Soy Sauce causes those who take it (or those that the Sauce forces itself into) to form an awareness of UPPs as well as certain IPEs, LOCs and Domains, as well as heightens sensory awareness to the point of a supercomputer (though this will wear off in a matter of hours, being able to see various paranormal entities will not). More so, it seems to turn the taker into a sort of magnet for paranormal activity of all kinds.



Superfast Jellyfish

"Delicious and piping hot in only three microwave minutes."

- Superfast Jellyfish advertisement tagline

A large post-Impact food processing company, known for seafood and algae-based products.

Team Rocket

"Prepare for trouble, and make it double!"

- A common motto amongst Rocket grunts



A powerful Japanese criminal organization, which emerged as an underworld challenger to Bei Fong Industries in the early twenty-first century. Team Rocket achieved dominance through use of dangerous Pokemon varieties as weapons and extensive bribes. It collapsed in 2041 under increased government scrutiny and a crippling attack by a young trainer named Red. Team Rocket was also notoriously responsible for the creation of the Pokemon superweapon "Mewtwo".



TF Industries (Founded 1888)

"We are devoted to the highest level of craftsmanship and personal security."

- TF Industries product catalog, c. 1959

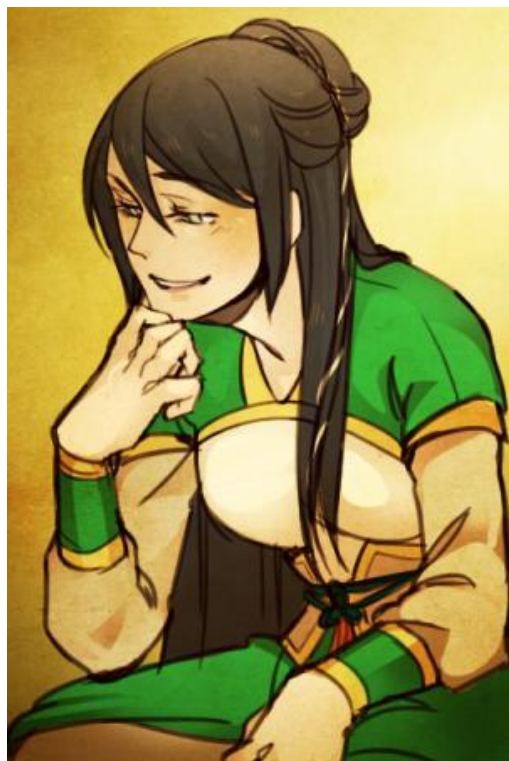
A shadowy corporation once considered the American Bei Fong Industries (Many put it the other way, but this is a digression), TFI was the master of Reliable Excavation Demolitions and Builders League united, as well as all of their puppet companies, providing them with an astounding manufacturing base in weapons and technology (the most notable products being the 24724 Sentry Gun and the Dispense-O-Matic 9000). The company all but vanished in the 1990s, fading completely with the Impact. Rumors of connections to Aperture Science exist, but were never verified.

To-oh University (Founded 1925)

"It's a beautiful campus they have there. A pity I wasn't there under better circumstances."

- Jason Gideon

A highly prominent science academy in Japan, and considered the fourth most prestigious university in the world behind to Harvard, Yale and Miskatonic. Japan's greatest students and technological advancements originate from its halls. It is somewhat infamous for housing the mastermind behind the "Death Note" murders of 2005.



Toph Bei Fong (1986 – 2075)

"Toph's a walking public relations disaster, and she knows it. And then she goes and beats the competition over the head with it."

- Sokka, Bei Fong family bodyguard

The "Blind Bandit of Beijing", Toph inherited Bei Fong Industries (and accompanying criminal empire) after the Impact, and is easily one of the most powerful individuals in the post-Impact world. She is notorious for being a badass, both in person (she is a world-class practitioner of Southern Praying Mantis Hung Gar, with a MMA world championship under her belt) and in the business world ("hostile takeover" tends to be synonymous with "fist in the face") and yet somehow, BFI still feels like a family-owned business. It most likely has something to do with that fact that she makes a point to go drink with the mercs on a regular basis.

The Vanguard

"We do not forgive. We do not forget. Expect us."

- Anonymous

An anarchist group formed on internet by the terrorist V, known first and foremost for bringing down the Party alongside their "leader". The Vanguard commits acts of internet vigilantism, real-world activism, and domestic terrorism all over the world on a regular basis. Admission into the group is as simple as stating that one is a member, and all members are anonymous. The signature of the Vanguard is a Guy Fawkes mask.





V (????-1998)

"Beneath his mask is more than flesh. Beneath his mask there is an idea, and ideas are bulletproof."

- V

An anarchist terrorist who brought down the Party and ended England's isolation. His name and history are unknown, leaving nothing beyond his legacy in the wake of the Miniluv bombings of November 5th, 1998. He is considered to be the father of the anarchist movement.

The Warehouse

"Ah, the Warehouse. They're like the bumbling grandparent who buys knockoff animated movies in grocery store checkouts for the kiddos in an attempt to still seem "with it". We pat them on the head and say "that's fine grandma". We dress it up with "they meant well" and "they didn't know any better" when we really know the truth: grammy's a drooling moron who wouldn't know proper containment procedures if they ran over her nineteen cats."

- Dr. Jack Bright, SCP Foundation

An organization devoted to the collection and containment of minor paranormal items (that is, those not deemed worthy of higher classification), currently located in South Dakota in its 13th iteration: The Warehouse traditionally establishes itself in the most powerful civilization of the time. The Warehouse is looked at with disdain by the Foundation, due to the Warehouse's lax security measures, inadequate containment, and low staff standards.

The Wasp Woman (Haruko Haruhara)

"I heard that if you kiss the Wasp Woman, you'll get Flictonic Clipple Webber Syndrome. I don't know what that is, but it sounds scary."

- Anonymous

A figure of urban legend in Japan and the western United States. The wasp woman is described as being in her late twenties, with pink hair and golden eyes, and generally considered to be an agent of mad shenanigans wherever she goes. Other signatures include a yellow Vespa scooter and a blue, left-handed Rickenbaker 4001.





Yui Ikari (1974 – 2015)

“When she starts making up words, that’s my cue to leave the room. The last person to be around for one of Yui’s breakdowns went into space. The one before that ended up babysitting the Ree.”

- Gendo Ikari

The head of Project E, wife of Gendo Ikari, and generally regarded to be the real brains behind NERV. Yui is a consummate mad scientist, mama bear, and liar, wrapped up into one package. She is aware of SEELE (and is in fact daughter of SEELE-06), and has been operating a plan to counter Human Instrumentality for some time (it is believed by those aware of it [read: Gendo] that the move away from consciousness uploads to AI and the creation of the Ree are part of this).

Yui managed to abort Human Instrumentality by reaching the Lilithian Apple before the process was completed and then using its power to fuse with Lilith and halt the process herself, with the aid of the Ree and their sacrifice. Yui was not able to be recovered from Lilith: recovery teams reported that the Apple was inactive.

People and Things of Note in Era 2

Anarchist Collective

"We have one rule: whatever you do, be prepared to have it come back around to you. Also, challenger to a scratch-off supplies the drinks for the party. Unwritten tradition, you know how it goes."

- DJ-PON3

An oxymoron to be sure, but there are those anarchists that actually have some semblance of order to them. These aren't true anarchists, but rather exist in true democracies: Resources are pooled, order is kept through consensus, all members have equal say, and consent is sacrosanct. (Mess someone up, they'll mess you up.) Of course, the normal chaotic, bomb-throwing anarchists are still around. The Vanguard, Newfags, and Old Anons are all very much still around and thriving in these communes.

Barsoomians

"If you have to ask what the Movement is, you're not a part of it. It's not something you can sign up for: it's going out into the desert, looking up at the moons, and knowing that you are a free Martian."

- Francisco Zubizaretta

The locals of the Martian outback. They are a motley, nomadic crowd of rusters and synths, moving between small settlements and scavenging what they can to keep themselves alive. They're a gregarious, freedom-loving folk with a unique spirituality to them, tempered in the red wastes they live in. They are wholly opposed to the motives and practices of the hypercorps, the Martian government, and the Planetary Consortium, most especially infomorph and synthmorph indenture.

Biotics

"Generation three implants are a godsend. I started out with gen ones. Woke up screaming and covered in vomit more times than I want to admit."

- Kaiden Alenko

A general term for individuals who are capable of generating and manipulating mass effect fields through element zero implants stimulated by the electric current of the subject's Nervous system. The ability is generally acquired due to early exposure to element zero.



Brotherhood of Steel

"[The Brotherhood are] the only salvation this tortured planet and its people have. Without us, humanity is sure to perish."

- Master Scribe Vree

A pseudo-religious organization based around the preservation and conservation of pre-Fall technology of all kinds. The Brotherhood is found across the United States, and has fought various wars against the NCR and Panem.



Cerberus

"What humanity needs is a Cerberus to stand at the gate, an ever-vigilant protector against the threats of the outside."

- The "Illusive Man"

A secretive terrorist organization devoted to promoting human superiority on the galactic stage. As such, it actively works against the interests of the HPN Alliance, even going so far as to fund agendas to strip the Poleepkwa and Na'vi of membership. It originated as an extranet manifesto in 2107, in response to the Factors but did not appear in force until contact was made with the Citadel Council. The organization dissolved in 2188 with the death of the Illusive Man.



Citadel Council / Citadel Alliance

“Ah, yes, ‘Reapers’. We have dismissed that claim.”

- Councilman Sparatus

An alliance of alien races, founded in 472 B.C. by the asari and salarians upon their discovery of the ancient Citadel Station in the Serpent Nebula. The Alliance grew to include the turians, volus, hanar, drell, and elcor, in various levels of membership.

The Diluviate Empire

“SUBMIT. CONSUME. CEASE REPRODUCTION.”

- Imperial propaganda slogan

Crockercorp was ready after the Fall. (Some suspect they had something to do with it). People desperate for a roof and a meal flocked to the red banner, and the Condesce (if she was still alive, and not just a face and a name) managed to get a nice chunk of the world under her fist, building oceanic metropolises in the world's new shallow seas after the flooding had run its course. Those that lived in these settlements were subject to a laundry list of injustices: reproduction was rendered completely through artificial means, various (and often disastrous) biological modifications were made on entire populations, the raising of children was handed over to robotic guardians, and the people in general were bombarded with memetic conditioning (backed up by armored attack drones) to be mindless little slaves to the Batterwitch. The Empire was eventually beaten into submission after several centuries of on-and-off war against GLaDOS.

Firewall

"The Fall will not happen again."

- Firewall MO

A clandestine post-Fall organization dedicated to the preservation of transhumanity against x-threats of all kinds. Much of the original group was formed by remnants of the SCP Foundation. Firewall has only a rudimentary structure, and its members are split into numerous sub-groups, each with different methodology.

HPN Alliance

"There's a poetic justice in the fact that we three races made a place for ourselves in the shadow of Prometheus."

- Hskittickic'ck Marcus Brown, poleepkwa diplomat

The Human-Poleepkwa-Na'vi Alliance was founded in 2149 with the Treaty of Prometheus, unifying the three races. Given that both the poleepkwa and na'vi were beneficiaries of humanity, humans were generally the central race of the Alliance, though the first poleepkwa chief of state was voted in in 2173. The Alliance was offered a place within the Citadel Council by the asari, but turned down the proposal.



Infomorph

"Uploads are tricky. Yes, you get to live forever, but you might not be the same person when you're done."

- Susan Blackman

A sapient consciousness uploaded into a computer system.



Jovian Republic

"We're the last bastion of true humanity left. I am prepared to do whatever it costs to keep it that way."

- President Samuel Gaunt

The government of the Jovian moons and habitats, the JR is famous (if not notorious), for their staunch bio-conservatism, mortality teachings, and general suspicion of transhumanism. Critics have called it an authoritarian, human-supremacist

regime, though this is not entirely correct: non humans are welcome within the Republic, so long as they remain far away from any offending technologies, and the governments has lessened its grip as more times passes after the Fall.

LCL-Based Consciousness Backup

“Thank you for choosing New-U Resleeving. Unfortunately, your backup insurance did not cover the full cost of this transaction: 14,360 credits have deducted from your account.”

- Automated message at a New-U resleeving station

A nanocomputer network suspended in a LCL gel matrix may be used to “back up” an individual’s consciousness in case of death. Backup insurance is expensive, as is a new morph, but it does provide a sort of immortality, at least until the LCL matrix breaks down and so long as you can afford it. Many backup methods are carried on the person in the form of a cortical stack implant, though others use more traditional uploads to a static server.



Morphs

“If you have the money, changing your body is just as easy as changing your hair.”

- Venla Rautio, morph bodyshop owner

The Transhuman Revolution brought with it, among other things, the introduction of morphs. A morph is not a subspecies, but an artificially modified and regulated body, either tweaked or built from the ground up. Common varieties of morphs include:

Baseline Tweak – Very much like a typical human, but faster, stronger, and smarter, with many other small streamlinings and advantages.

Bouncer- A morph built for zero and micro gravity. Bouncers are thin, flexible, and have feet

built for grasping.

Custom - Generally a tweak, though other morphs may be used as a base, built to personal specifications.

Furie – Furies are built for combat, with enhanced reflexes, strength, and hormonal supplements. They are all biologically female.

Neotenic – Appearances are deceiving. Neotenic look like children. They generally aren’t.

Olympian – The true *Homo sapiens superior*. Were it not for the fact that they are all owned by the corporations and Consortium.

Ruster – A morph adapted to the environment of Mars, built to survive with the least amount of equipment. As befitting their name, rusters have much the same color of their home.

Sylph – Sleek and svelte morphs, built for looks.

Synth – A robotic shell, from basic to elite and all in between.

Uplift – An animal that has been uplifted to sapience through genetic modification and selective breeding. Later on, morphs would become species in their own right. The uplifted species are chimpanzee, orangutan, gorilla, octopus, dolphin, pig, and parrot.

New California Republic

“A safe people is a strong people.”

- President Tandi

Founded in 2189, the NCR is a democratic post-Fall government operating within five states in the area of what was California, Nevada, Oregon, and Mexico, originating from the dwellers of Vault 15. The NCR, while championing freedom and rule of law, have a tendency to bring down the law with significant force, which isn't particularly popular amongst the wastelanders. They're devoted to driving out Caesar's Legion, and are trying to annex New Vegas as a sixth state.



Planetary Consortium

“Planned morph obsolescence. Three words, and a lifetime of hardship.”

- Yahya Karppinen

The Planetary Consortium served as the government for the inner system worlds between the Fall and the rise of GLaDOS. Based on Mars, it oversees operations on Luna, Venus, Mercury, and various orbitals with a strong, though often corrupt hand. The Consortium, while primarily corporate, holds arguably free elections and upholds most rights of its populace, though is infamous for its distaste for the outback Barsoomians and the “clanking masses” of synthmorphs.



Panem

"May the odds be ever in your favor."

- The Greeting of the Games

A totalitarian nation centered in the midwestern United States, composed of twelve districts, each devoted to producing or manufacturing a separate good. The Capitol in the eastern foothills of the Rockies keeps control over the districts by hosting the annual Hunger Games, a to-the-death free for all fought among a group of children chosen from the districts and broadcast live to the populace, with the winning district receiving bonus rations for a year. In truth, Panem had only the barest bones of a functioning society: it was well on its way to collapse before it was overthrown by the Brotherhood and NCR.

Science Related Memetic Disorder

"Ha-ha! I've done it! I've done it! I'm not sure what I did but I did it!"

- Agatha Heterodyne

A communicable memetic complex, SRMD or "mad scientist disease", infects subjects, who are typically alienated, idealistic, ambitious, and/or cutting edge researchers, when they come into contact with SRMD contaminated media or ideas. In its initial phase SRMD generates highly unusual scientific insights and inspirations. Victims then become obsessed with their ideas, and are willing to resort to extreme measures to prove them to disbelievers. Many victims also try to implement their ideas to create a utopia or to reshape the world in their image. Other symptoms include megalomania, desire for control, fanaticism and paranoia. Treatment for SRMD uses the memetic "plot arc" component of the disease: the victim is confronted by hostile forces, flees and is pursued, and eventually surrenders. After the "plot arc" is completed, the disease subsides and can be further treated with therapy and medication. Due to the nature of the disease, subjects often produce genuine scientific and technological advances, which can be cleaned of SRMD triggers and used safely.

Space Travel

“Eat it, theory of relativity!”

- Unnamed HPNA engineer

There are many methods of space travel that have been used throughout the ages. The most common are as follows:



Sub-light – Any engine that propels a vessel below lightspeed is considered in this category. This is the majority of intra-system travel, and generally included chemical rockets, antimatter drives, and ion drives.

Mass Effect Drive (Introduced 2148) – Contained element zero is exposed to an electric current, generating a field around the vessel that effectively gives it negative mass, allowing it to be accelerated to faster-than-light speeds. A mass relay works on much the same principle, except on a far greater scale.

Slipspace Drive (Introduced 2291) – The ship is shifted to an extra-dimensional space overlaying base reality through the generation of a microscopic black hole. The black hole is manipulated for its nanosecond of existence to create a wormhole, leading to slipspace, wherein massive base reality distances may be covered in a relatively short amount of time.

Spiral Drive (Introduced c. 25700) – An advanced form of slipspace travel, wherein massive amounts of spiral power are used to open a portal to slipspace. It is far more stable in both opening and closing portals and during transit than a traditional slipspace drive, though has the downside of radiating large amounts of spiral power during use.

Warp Drive (Introduced c. 30500) – Similar to a slipspace drive, with the addition of the Gellar Field, which keeps a bubble of realspace around the vessel, protecting it from the dangers of the Warp.

Terraforming

“At this rate, Mars will be green by end of the century. Well, more like a reddish-brownish-green, but you get the picture.”

- “The Gardener”, terraforming overseer infomorph

The process by which a planet is made habitable for Earth-based life. There are many methods by which this is done, generally using large alchemical factories (stationary or mobile).

Alchemical circles may be carved into the planet's surface using orbital laser emplacements to enhance the process.

TITANs

"Where did they go? That's a question for the ages. Maybe they're gone for good. Maybe we'll find them again. Who knows?"

- Loris Heflin

The first transapient AI (archailects) ever created, the TITANs had existed for only a few months before they decimated Earth with a combination of nuclear, biological, chemical, nano and memetic WMDs, wiped out the majority of the human race, and vanished mysteriously.

Transhuman Revolution

"H+ : Top of the Grade."

- Common graffiti meme

The Transhuman Revolution began in the 2020s, reaching its height in the 2070s, with the introduction of widespread body modification, morph usage, and the introduction of consciousness backup and upload. While revolutionary these technologies were expensive enough and controlled tightly enough that no more than 60% of the population had access to advanced augmentations: many of the more advanced technologies, such as uploading and backup, were lost in the Post-War period.



Vaults

"Revolutionizing safety for an uncertain future."

- Vault-Tec Industries slogan

A project started soon after the Impact, the Vaults were a series of 110 city-sized bunkers built across the world so as to preserve humanity in case of another disaster. The Vaults were sealed officially in 2030. Many of them were

social experiments on the side, and some failed miserably, but in general they lasted against the bombs, the mi-go, and even the TITANs.

The Warhorse

"Let's be realistic here. You disappoint the Warhorse, he makes you his mare. Simple as that."

- Don Farron

A pony crime lord operating out of New Shanghai, Mars. While he took over much of the remains of post-Fall BFI, he has none of Toph Bei Fong's occasional benevolence, and is feared as one of the most brutal individuals in the known galaxy. He is also commonly referred to as "The Thoroughbred of Sin."

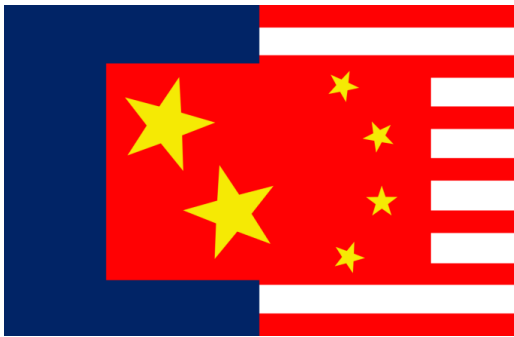
Years of Trial

"You never ask a Lucky Bastard what it was like. You look in their eyes and you know."

- Rowan Gellen

The Years of Trial refers to the period between the Third World War in 2077 and the Fall in 2090. Those who lived during the Three Apocalypses are referred to by others as the Last Generation or the Lucky Bastards.

People and Things of Note in the 3rd Era



Anglo-Sino Alliance

"They want to make a better world. Set things right. I can understand that. Thing that they'll never understand is that people have a right to be wrong."

- Captain Malcom Reynolds

An authoritarian bureaucratic government founded in 2225 with the settling of Londinium and Sihnon in the Verse cluster as the culmination of a long-reach slower-than-light colonization project launched in the 2070s. When contact was re-made with the HPNA, the ASA was quickly absorbed: given that the Verse cluster was not connected to the mass relay network, it was designated an autonomous polity, and generally left it is own devices.

Browncoat

It's funny how the brown longcoat has become a symbol for so much. We only wore the things because they were cheap and warm."

- Captain Lin Xuhin

A slang term for the resistance against the ASA's unification of the Verse Cluster. After the browncoats lost the war, the term remained as a term of endearment to describe various outlaws, smugglers, bounty hunters, and all others on the fringes of society.



Church of Unitology

"Altman knew the truth. Do you?"

- Church of Unitology pamphlet.

A secretive religion based on the work of Michael Altman, popular with the ASA elite. It is highly materialistic, divulging secrets to the biggest pocketbook, and proclaiming unity through transcendence involving alien artifacts. Generally, this is frowned upon by a lot of people, as they are loud, annoying, and may have connections to the breaking of the Flood Quarantine.



Concordance Extraction Corporation

"Powering humanity into the future."

- CEC motto

A megacorporation specializing in breaking down entire planets for their mineral wealth. It supplies the both the HPNA and the ASA, and carries significant clout within the ASA government. A CEC operation to Aegis VII revealed the existence of the Flood.

The Great and Powerful Holy Empire of Super Fun Times and *Stuff*

"No one expects the Imperial Inquisition! Our primary weapon is fear, fear and surprise, which we maintain by informing everyone that no one expects the Imperial Inquisition! In doing this, the populace becomes accustomed to the Imperial Inquisition: that is, they begin to expect us. Thus we lull them into a false sense of security, taking them with great fear and surprise when we do in fact appear!"

- Head Inquisitor Biggus Idiotus

A cluster of worlds in a remote corner of the galaxy, ruled over by Rei Ayanami, self-proclaimed Super-Awesome and Totally Cool Empress of the Universe. To call the place insane is not even an adequate understatement. The Imperial Inquisition is a prime example, as is the Royal Offices of Shipping.

The Parish of Space Dust

"Good morning! It is forty-five degrees and six o'clock. In the headlines, a convoy arrest and more storm clouds. But first, let's check out your traffic..."

- Parish transmission, August 15th, 2338

A self-aware nanoswarm in high Earth orbit, left over from the Fall. The intelligence that has developed is surprisingly relatable to humans, and has taken on a gregarious, if slightly stereotypical "Texan" personality. It is known for broadcasting pre-Fall music and radio broadcasts across all wavelengths to any passing ships and to settlements on the ground.

The Parish is one of the five major wasteland radio stations, the others being Enclave Radio, Galaxy News Radio, Mojave Music Radio, and Radio New Vegas.



Reavers

"If they take the ship, they'll rape us to death, eat our flesh, and sew our skins into their clothing. And if we're very, very lucky, they'll do it in that order."

- Zoe Washburne

A generic term for those who have succumbed to "space sickness" to the point of savagery: Despite this, they are capable of maintaining and operating their decrepit ships with no small efficiency, hunting for ships to loot and unprotected colonies to pillage. They are a persistent threat in frontier systems across the galaxy and throughout history.

United Federation of Planets

"To boldly go where no man has gone before."

- Captain James Tiberius Kirk

A small alliance of planets formed in 2161, primarily between the Vulcans and expatriate HPNA worlds. Though often criticized as an authoritarian police state, the Federation enjoyed a widespread lack of internal and external violence, at the cost of cultural stagnation. The Federation was completely destroyed by the Covenant during the Fifth Crusade of the War, which ended in the glassing of Vulcan in 2540. Of the four hundred and fifty-two member systems the Federation contained at its height, six were still habitable at the end of the War.





Wanderers

"Journey out into the desert: it is there that you will find God."

- Traveler

The Wanderers are a religious order amongst the carapaces, identified by their full length red-robos and long scarves. Wanderers follow a small set of precepts: they own little, speak little, hold no name, and devote their lives to solitary meditation and prayer. Wanderers have no hierarchy: becoming one is a matter of finding a mentor. Most carapacean bands or settlements have a single Wanderer present to guide and teach, but never more than two.

People and Things of Note in the 4th Era



The Covenant

"All who walk the blessed path will find salvation, even in death."

- The Oath of the Covenant, Line 1

A religious union based on worship of the Forerunners and the belief in the "Great Journey", the Covenant began with the san'shyuum's ancient subjugation of the sangheili, and then grew through conquest and conversion to include other member races as well. The san'shyuum prophets fueled the war of extermination against the rest of the galaxy, and though the exact reasons are still nebulous, it is suspected that their goal was control of various Forerunner artifacts and installations, including the Flood Quarantine Zone. Almost all of the Covenant's military power was based on Forerunner technology, giving them a massive advantage against other galactic civilizations.



Project Freelancer

"I would like to remind the Sub-committee members that anything is possible. Some things are probable. This is what is. And my agency, as it always has, will continue to deal with what is... until it is no more."

- Director of Project Freelancer

A super-soldier project created independent of the UCSC as an alternative to the Spartan Project. The Freelancers were designed to be more adaptive than Spartans and better suited to acting alone, without the need for decades of training, at the expense of much of the biological enhancements. To counteract this, the project paired each freelancer with an advanced AI and unique equipment module to further specialize them in the field. Training settlements were set up across the planet and were used to provide freelancers with specific encounters (The Blood Gulch outpost in particular is notable as being the "Base Full of Lazy Idiots" simulation.)

Unfortunately, only very few of the forty-nine freelancers were deployed against the Covenant before the War ended and the project was disbanded.

Spartan Project

"Spartans never die."

- Kurt-051

A UCSC super-soldier project and an integral part of the HPNA strategy against the Covenant, SPARTANS were envisioned as the perfect soldiers

There were four generations of SPARTANS developed:

SPARTAN-I – More appropriately the remnants of project ORION, SPARTAN-I's were effectively testing runs for the biological and cybernetic augmentations that would be used in later generations.

SPARTAN-II – The first true generation of SPARTANS: IIs were effectively abducted by the UCSC at a very young age, trained for decades, and augmented with the full suite of modifications tested by SPARTAN-I's. This was also the first generation to utilize the new MJOLNIR power-armor system.

SPARTAN-III – With the number of SPARTAN-IIs in sharp decline, and with no time to train more from childhood, the SPARTAN-IIIs consisted primarily of war orphans in their mid to late teens. The augmentation suite of SPARTAN-IIIs was far more experimental than that of the SPARTAN-IIs, and the result was notably unstable soldiers capable of flying into uncontrolled berserker rages.

SPARTAN-IV – Developed after the War, SPARTAN-IVs were the last stage of the project. They were made up entirely of adult volunteers, augmented with improved aspects of both previous SPARTAN generations.





UCSC

"When I die, please bury me deep! Place an MA5 down by my feet!"

- UCSC marine marching song

The United Colonial Space Command was founded in 2161 in order to secure worlds the HPNA did not have the reach or resources to control directly. While not technically independent of the HPNA, the UCSC served as the solitary military power in many regions of Alliance space. Drawing prime recruits from borderworlds and far-flung colonies, the UCSC would eventually eclipse the HPNA military in many regions of space, and served as the primary fighting force during the War.

The War

"This is the way the world ends. This is the way everything ends."

- Cortana

The War officially lasted from the Battle of Harvest in 2525 to the Accord of Bungie in 2553, though small brush wars and border conflicts happened for at least thirty years in either direction. Initiated by the Covenant and fought for their gods, the War ended up shattering the HPN Alliance, Citadel Council, the Federation, and the Covenant itself. The fighting was savage, with tens of thousands of worlds left uninhabitable and tens of thousands more left in ruin. It was several thousand years more before interstellar civilization began to recover on a scale greater than a dozen systems tied together.

The War is split by historians into nine crusades of Covenant aggression.

Notable battles include: The Battle of Harvest (2525), The Razing of the Citadel (2538), The Glassing of Vulcan (2540), The Battle of Thessia (2541)
The Battle of Reach (2552), The Battle of Sol (2552), Operation Levee (2553)

People and Things of Note in the 5th Era

The Bones

“Dem Bones dem Bones, dem Star Bones.

Flyin’ down the spine on dem Star Bones.”

- “Dem Star Bones”, a common trader song

The first major interstellar trade route formed after the War, the Bones links thousands of systems together, allowing for a flourishing of trade and cultural growth. The name comes from the general shape of the systems within it: major regions are called the Spine, the Ribs, the Skull and the limbs, though after a millennia or so the Bones had expanded into more of a blob.

The ComHub

“Kipser Station, this is Paliwah. Kipser Station, can you hear us?”

- The first transmission of the ComHub

A network of slipspace buoys and comm stations positioned through the Bones and beyond.

Fellow Citizens

“Fellow Citizens: the time is now to consume, for the continuing strength of our society.”

- Automated message typical of Fellow Citizen conditioning

Fellow Citizens are the second leg of the Proxy Program: While the Proxy works at repairing the environment, it must have a malleable population base to carry out its plans with the most effectiveness. Fellow Citizens are artificially birthed baseline humans, though their resistance to certain memetics is drastically reduced to as to provide an easily controllable population.



Gamzee Makara

"WELL WELL WELL, what have we here? A BLUE BLOOD, HUH? Ooh, I'm really scared. SO YOU'RE THE ONE WHO THINKS HE'S STRONG. HA HA HA HA! You're joking. YOU'RE JOKING!"

- Gamzee Makara to Equius Zahhak

Tenth Genarch, the Grand Highblood of the Subjugglators, the killer of Doc Scratch, and the orchestrator of the Massacre of 6125. While arguably under the command of the Empress, Makara also took direct instruction from Scratch, and so was responsible for the unique

upbringing of Vriska Serket. At some unspecified time, he came to believe himself to be the "Mirthful Messiah(s)", and as befitting his self-proclaimed godhood, began to work against Scratch for domination of the race. Exactly what transpired to cause the Alternian Exile is unknown, though it is known that Makara was responsible for defeating Scratch in single combat around 6115.

Makara took the murder of Genarch Nitram as his opportunity to seize power. He revealed the tryst between Empress Peixes and Sollux Captor (3rd genarch) to Eridan Ampora (11th genarch). Ampora went on a despair-fuelled rampage, murdering the Empress, crippling Captor, and attempting to kill Mother Grub Maryam (He was killed by her attendant drones).

Makara himself was only able to kill Lord Zahhak (9th Genarch) before he was subdued by a military task force under the command of Karkat Vantas.

Iris Network

"We operate in over thirty systems, undermining the Alpha Sections wherever we can."

- Hahn

An underground network of information brokers, muckrackers, and gonzo journalists based out of the planet Hillys, dedicated to fighting tyranny with the power of the press.

Kanaya Maryam

"A mother knows her own, though she does not know the names."

- Kanaya Maryam

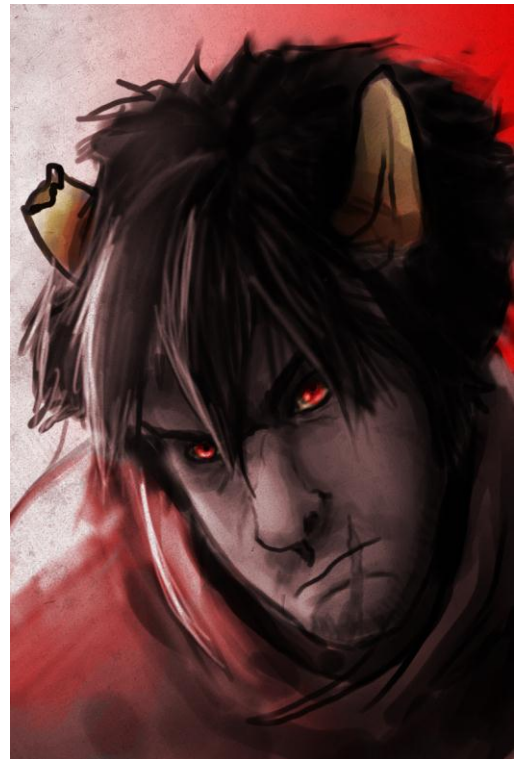
The 6th Genarch, and the sole Mother Grub to escape Alternia. Given her unique position, contact with her is rare, though not impossible. Most petitions are handled by one of her jade-blood retainers or a drone attendant. For those who do meet her face-to-face in the brooding caverns, she is polite, wise and motherly, the last of which is to be expected from giving birth to dozens of grubs every minute and effectively being the sole reproductive vector of an entire species until more Grubs can be born and raised. While not officially the head of the Council, she is considered the most important member, and most likely is.

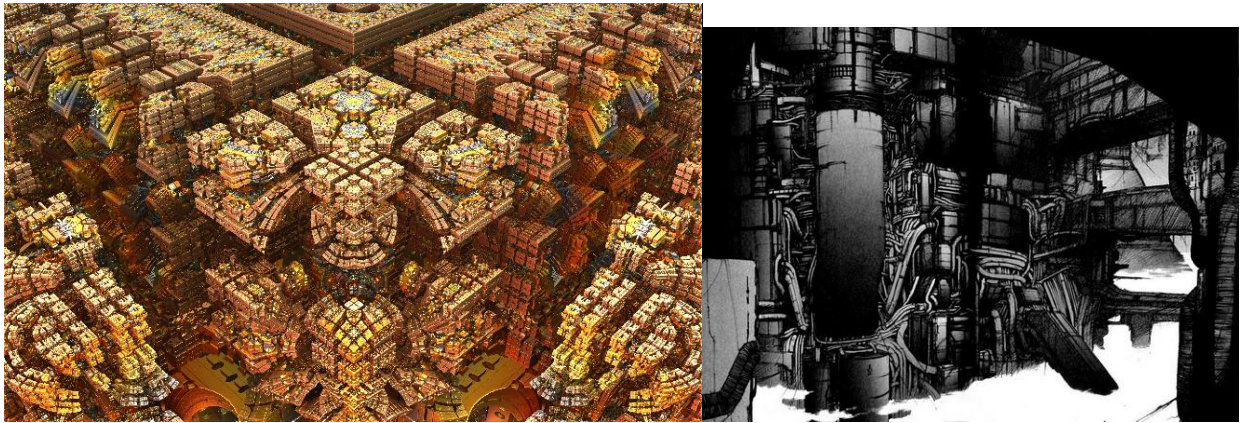
Karkat Vantas

"Don't mind me, just stopping the whole damn species from killing itself."

- Karkat Vantas

The 0th Genarch, serving as the current head of the Hemocouncil of Castes after the death of Empress Peixes. Despite his political inexperience, pariah caste, and generally unpopular performance, he has to his credit begun reforming Alternian society for the better. He is generally found shouting, screaming, berating or swearing at someone or something, and oftentimes nothing at all.





The Machine God

"Praise the cogs, the gears, the sprockets! Praise the Machine God, who once was broken and is no more!"

- A transmission from the Church of the Mended God

The Machine God is in fact the "adult" form of the Manufactured Newborn. It is a sort of colonial clockwork organism, capable of converting matter into itself. Its first adherents were the Church of the Broken God, which seemed to have existed since the late nineteenth century. The pieces of the Machine God were finally brought together in the 2800s and within two hundred years, it had consumed the entirety of Mars. Unknown to the cults, the Machine God served as an "egg", within which rested the Anti-Spiral C'tan. Eventually, the Machine God spread to fill the majority of the Sol System, transforming into the City. Surprisingly enough, there were survivors within the City, though they were little more than desperate and degenerate posthumans and synths. The hatching of C'tan was delayed by the eliatrope Chibi, who placed the Seal of Ages, a powerful spiral artifact, upon it.



Nepeta "Lord English" Leijon

"No, Nepeta. That behavior is absolutely unfitting for the council hall. You may ride on my shoulders later."

- Lord Equius Zahhak

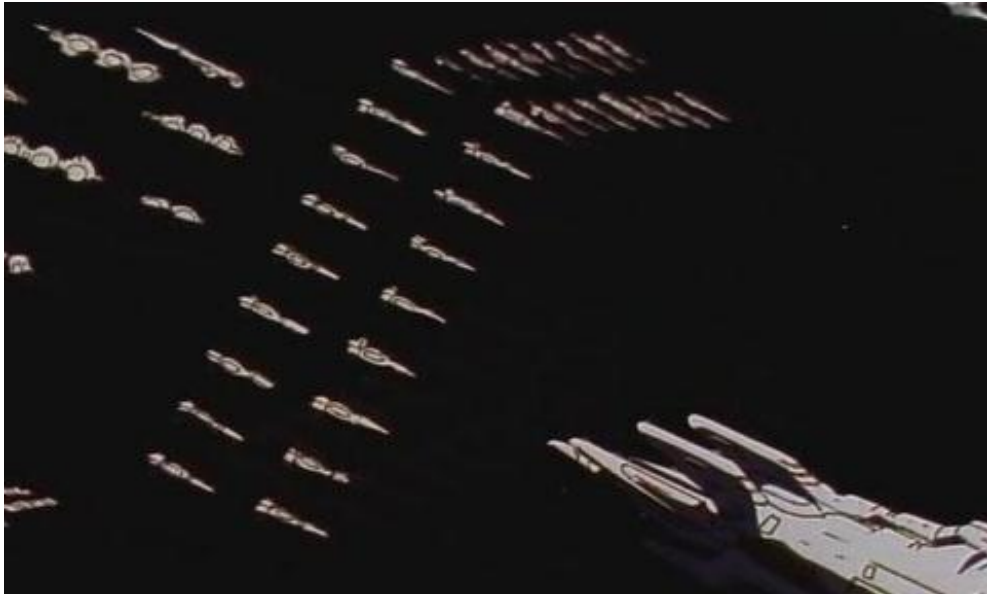
The 5th Genarch. Very much a cheery and childlike individual (adorabloodthirsty, some have called her), her location is currently unknown, being that she disappeared during the Massacre of 6125. Rumors indicate that she began a lengthy period of gallivanting across the cosmos, possibly coming into contact with Rei Ayanami. It is also rumored that she is in possession of a powerful Anti-Spiral artifact known as the "Cairo Overcoat".

Proxy Program

"The proxies are made to act where we cannot. That is their raison d'être."

- Josef Ramdaeu

Brainchild of Josef Ramdaeu, the Proxy Program was a major reclamation and terraforming initiative, started in 3871. Worlds targeted for reclamation were assigned between one and six powerful transhuman overseers (Proxies) accompanied by a prefabricated habitat for each and the materials to engineered a baseline populace. Unlike the SEEDS Project, a single ship bearing a single proxy could reclaim a planet, though the time needed to do so was far longer. The first generation of the Proxy Program launched to 350 target worlds. By 4500, 291 of these attempts were successful.



SEEDS Project

"It's like a garden. We go out, plant the seeds, water them and take care of them, let them grow, and then when it's big enough, we can plant more gardens."

- Rem Savarem

The Selective Environmental and Ecological Development Schedule was the first long-term terraforming and reclamation effort of the Post-War period. The first generation of the project originally launched from Cartwell: fifty nearby worlds were chosen as targets for rehabilitation. A fleet containing twenty to a hundred ships containing pre-fab habitats, terraforming plant units, and colonists in cryosleep would be sent to each selected world to begin reclamation. When the settlement had been established, it would then focus on building more fleets to disperse to other planets, and so starting second generation colonies. When compared to its contemporary, the Proxy Program, generations of SEEDS were shorter, due to the larger number of resources sent

to each planet, but this meant that each generation was of a smaller spread than the Proxies. Of the first SEEDS generation, only thirty-five planets were recovered: Notable worlds include Gunsmoke, New Salisbury, Fhar-En-Torelr, and Ytretski.

Siren

"It's what you get when you go poking around Eridian artifacts, I suppose."

- Maya, 27th Siren

An individual who has developed the ability to generate mass effect fields without internal implants: the various abilities resemble manipulation of spiral power, not surprising in that they seem to be tied to close contact with certain Eridian artifacts. Only one hundred and seventy-three sirens were ever documented, all of them women.

The Twelve Blood Castes and Genarchs

"Look, you don't just 'get rid' of the castes. They've been around longer than your entire civilization. Best I can do is make them a little bit nicer, and that's asking a whole hell of a lot already."

- Karkat Vantas

Each of the twelve (properly thirteen) Alternian blood castes is led by a Genarch, who sit on the Hemocouncil under the Empress. Castes are determined by blood color, as is life span and general physical strength: Rust-bloods live an average of 25 years, while seadwellers may naturally live to 350 or more.

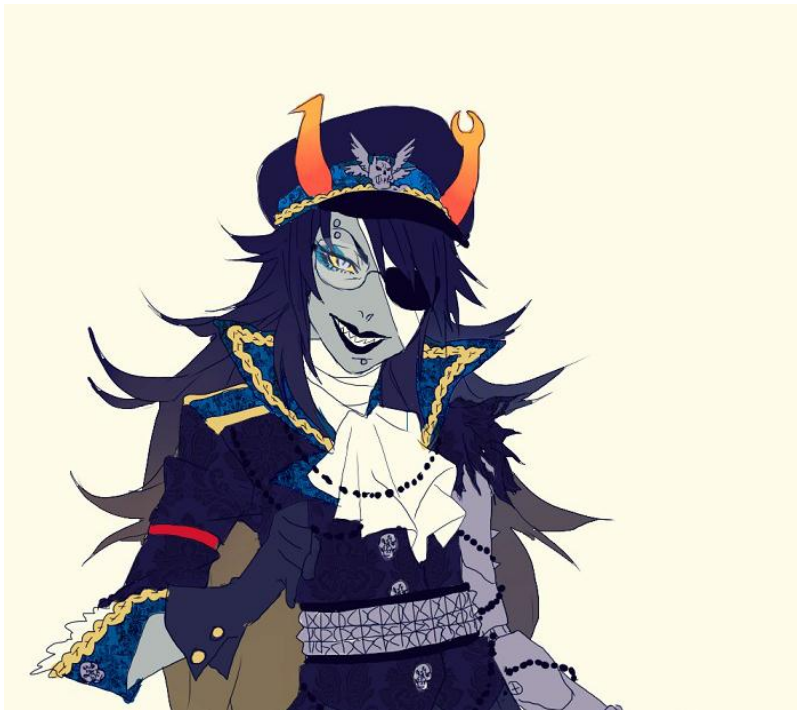
Lowbloods (Rust, Brown, and Yellow) are slaves. Midbloods (Lime, Green and Teal) are free, but may not hold any government office or military command, which are the domain of the Highbloods (Blue through Fuchsia).

The following list is in regards to after the Massacre of 6125 and before the institution of the Vantas Reforms, and does not include any occupational sub-castes.

- 0th Caste (Grey – The Pariahs)
 - Genarch: Karkat Vantas. Current Status: Active. Head of the Hemocouncil.
 - Gutter scum, slummers, mutants, heretics and other unwanted elements of society. The Grey Caste exists outside the hemospectrum: those within it are granted immunity to culling (only within designated areas), so as to repay their transgressions against the Empress.
- 1st Caste (Rust – The Underlings)
 - Genarch: Aradia Megido. Current Status: Active.
 - The Rust Caste does not have any overt purpose: they are too short lived. The majority live in crowded slums, living and dying as slave labor or front-line cannon fodder. This is the most populous caste.

- 2nd Caste (Brown – The Manual Laborers)
 - Genarch: Tavros Nitram. Current Status: Deceased.
 - The Brown Caste is treated as being honorable and “down to earth”, and so earn a grudging respect from higher castes, when compared to the rust scum and the untrustworthy yellows. Browns generally work in agriculture, construction, artisan works, and related fields.
- 3rd Caste (Yellow – The Technical Laborers)
 - Genarch: Sollux Captor. Current Status: Active.
 - Highest of the slave castes, yellows provide specialized labor: they are technicians, mechanics, researchers, navigators, programmers, translators, clerical staff, and the like. They are generally seen and not heard (a meme that they actively cultivate), giving an air of mystery to the caste.
- 4th Caste (Lime – (The Middle Class)
 - Genarch: Unknown. Presumed dead.
 - Lime bloods make up the overwhelming majority of free trolls: they are second only to rust-bloods in population size. There is nothing incredibly special about them besides that.
- 5th Caste (Green – The Rangers)
 - Genarch: Nepeta Leijon. Current Status: Missing.
 - Green-bloods are often considered to be “closer to nature” than the average troll: they live on the fringes of troll society, many times in small settlements in the wilds, and keep many ancient traditions alive within their communities.
- 6th Caste (Jade – The Mothers)
 - Genarch: Kanaya Maryam. Current Status: Active.
 - It is from the ranks of Jade bloods that certain alternians will become Mother Grubs. The rest of the Jade-bloods will enter the order of the Jade Sisters to serve and care for the Mother Grubs. While in the middle of the spectrum, they are considered equivalent to seadwellers in importance by most.
- 7th Caste (Teal – The Bureaucrats)
 - Genarch: Terezi Pyrope. Current Status: Active.
 - Teal-bloods fill the majority of the bureaus and offices of the empire, most notably law enforcement and the courts. They are the lowest of the high bloods, and so while they may hold such offices, they are prevented from rising to the highest places of prominence.
- 8th Caste (Blue – The Upper Class)
 - Genarch: Vriska Serket. Current Status: Deceased.
 - The bulk of the government and military command, blue bloods are the most commonly seen of the ruling class.
- 9th Caste (Navy – Landbound Nobility)
 - Genarch: Equius Zahhak. Current Status: Deceased.
 - Few and far between, navy-bloods are almost exclusively planetary governors and other heads of state, operating directly with the seadwelling aristocracy. They are generally very wealthy and rather eccentric.
- 10th Caste (Violet –The Highbloods’ Enforcers)

- Genarch: Gamzee Makara. Current Status: Incarcerated.
- The Subjugglators are a murder cult devoted to what they call the Mirthful Messiahs. They are used to maintain the aristocracy's hold on the lower castes, as well as shock troopers to break enemy lines. Purple-bloods are engineered for unbelievable strength and endurance, as well as an in-bred disposition to killing every alternian below them for no reason beyond that: they are generally kept on a constant stream of drugs to avoid this.
- 11th Caste (Purple – Seadwelling Aristocracy)
 - Genarch: Eridan Ampora. Current Status: Deceased.
 - Purple-bloods are seadwellers, keeping their grub-gills and living in sub-aquatic cities. They hold the highest of governmental and military positions, but will more commonly just while away their days playing elaborate games of court backstabbing and manipulation. They're the aristocrats; they don't need to *do* anything.
- 12th Caste (Fuchsia – the Empress)
 - Genarch: Feferi Peixes. Current Status: Deceased.
 - The 12th caste will never have more than two individuals within it: the current Empress, and the heir apparent, when it is an appropriate time for there to be an heir apparent. The Empress is a sea-dweller, adapted for living in the deep ocean. She is treated as a deity, and so wears an elaborate veil at all times outside of her quarters: it is unfitting even for other sea-dwellers to lay eyes on her face.



Vriska Serket

"Serket was a testament to the power of failure and ignorance. In her twisted way she thought I was a friend, and then she turned her back to me and expected that I valued my honor and that imagined friendship over justice. It would be sad, were it not so disgustingly pathetic."

- Terezi Pyrope

The eighth Genarch of Alternia, former Grand General of the Imperial Army, and one of the most despised characters in

Alternian history. Serket had always been a misliked individual while in office, but this hatred exploded after the public murder of the second Genarch, Tavros Nitram. The cry for her death

was near-universal, and the Hemocouncil unanimously decided that Serket would be hunted down and brought to justice. Seventh Genarch and head legislacerator Terezi Pyrope was specifically chosen for the mission by Grand Highblood Gamzee Makara. The hunt went on for five months (during which time Makara began his systematic killing of the remainder of the council), before ending in a showdown on an asteroid research station in the Black Veil, in which Serket was killed.

It should be noted that, according to evidence recovered from Serket's personal records, that she had been manipulated by the Anti-Spiral messenger Doc Scratch as a denial effort to the escaping Alternians. Serket's upbringing had been carefully manipulated, molding her behavior to be incredibly violent and unstable. Furthermore, she had been given at a young age a falsified memoir of her ancestor, the Marquise Mindfang, which when combined with her unstable mentality, led to the death of Genarch Nitram in her efforts to enkindle a relationship similar to that of her ancestor.

It should also be noted that, several years after her death, a planet was named Vriska in her memorial. The planet is a barely-habitable iceball with a gravitational pull of 8 Gs, and is home to an experimental clade of slug-like post-alternians.

People and Things of Note in the 6th Era

Archalitect

"I think. Therefore I am."

- Spinning Flower of Eighty-Four Prisms

An AI unit that has advanced to high transapient levels: an AI god.



Aurora Units / Mother Brains

"There is no cause for alarm. We have regained control of the planetary network."

- Aurora Unit 117, during a terrorist attack on Yas-Vam, 9309

Organic super-computers, generally serving as planetary overseers within the Federation, or as intermediaries between base sapients and archalitects. Mother Brains are Space Pirate attempts at creating an Aurora Unit. They are prone to mental breakdown, burnout, and outright insanity at time, but nonetheless serve as effective commanders in regions where hive queens are not to be found.

Bounty Guild

"WANTED: Jusek Hel-ghir. Male, Deftrigian, 87 standard years of age. LAST SEEN: Hospit Station. GUILTY OF: murder (13), assault (34), theft (40), property damage (74). REWARD: 10,000 credits alive, 6000 dead."

- Typical Guild posting

The Federation is powerful, but it cannot oversee everything. For what they cannot control, there is the Bounty Guild, a massive bureaucracy of offices the galaxy over organizing marks and literal armies of mercenaries and hunters.

The Federation

“The Federation is a sleeping giant. It may be slow to wake up, but when the pencils have been pushed, the hammer comes down.”

- Samus Aran, bounty hunter

The first galactic government since the War, the Federation is a gigantic amalgamation of worlds that, at its creation in 7000, contained 140,328 permanent member systems with up to twenty million probationary systems. The most prominent member races of the Federation are humans and human descendant clades, the To'uh'ls, and the Alternians.

Free Planets

“The Free Worlds take that label to heart. Anyone who tries taking it away from them better be ready to fight tooth and nail for every spare asteroid.”

- Fleet Admiral Castor Dane

A blanket term for planets outside the Federation and Space Pirates. The Free Planets are generally fiercely independent, and sometimes borderline anarchic. The Bounty Guild is a common sight within Free Space.



Metroids

“Metroids are not pets. Metroids are not target practice.”

- Public notice found in a Space Pirate metroid breeding facility.

Biological weapons developed by the chozo in ancient times, metroids resemble macro-level bacteria in appearance. They are capable of flight by means of a chamber filled with low-density

gas and complex system of vents. Metroids feed off of energy and bodily fluids, and are notoriously resistant to most weapons (The major exception being extremely low temperatures).

As metroids age, they go through several metamorphic stages, each one growing in size and taking on pseudo-reptilian qualities (life stages are infant, adult, Alpha, Gamma, Zeta, Omega, and Queen). Alternatively, when a metroid consumes a suitable amount of phazon, it will metamorphosize into a metroid prime (shown above). Metroids are seemingly immune to the corruptive effects of phazon, and may use it as a power source with no ill effect.

Metroids were used by the military throughout the Federation and Old Empire, and to a less successful degree but the Space Pirates, but the practice was dying out by the Scattering and relegated to a few rare eccentrics in the Imperium. During the time of their use, it was found how to integrate metroid tissue into symbiotic armor, forming what is known as a humetroid.



Phazon

"It eats away at you, body and mind, whispering in the corners of your head, until the whispers consume you."

- Kasuk-Kasuk, Federation marine

A radioactive, mutagenic nanoweapon used by the Reapers as a softening tactic during their sweep of the galaxy.

Phazon corruption is part of the Reaper indoctrination process, slowly corrupting and overtaking organic creatures until a husk is formed. However, phazon can serve as an effective power source when adequately contained, and was used as such by both Space Pirates and the Federation during the Crisis and afterwards. Phazon was distributed primarily by the living planet of Phaaze, which would launch leviathans at other worlds, which would then become corrupted and eventually launch their own leviathans.

Sisters of EVE

"Eden is waiting for us."

- Sister Recaline

The Sisters of EVE are a religious "humanitarian aid" group, operating several stations and planetary operations near the EVE Gate. While they may appear harmless enough at first, they're incredibly hostile to anyone who wishes harm upon the Gate, believing that the LMC beyond may one day be reached again, and having been cut off for so long, has morphed into a paradise for humanity.

People and Things of Note in the 7th Era



Bene Gesserit

"An entire organization devoted to training women to be as manipulative and backstabbing as possible. Wonderful."

- Hazrus Yasgh Sid, smuggler

A pseudo-religious institution of the Old Empire, masters of a centuries-long breeding project to create a super-human ruler which they would then use to control the Empire. The Bene Gesserit specialize in long-term political and religious maneuvering. During the Imperium, many of the Bene Gesserit were absorbed into the Inquisition and Adeptas Sororitas.



The Brotherhood of Tofu

"I like the way these guys think."

- Kittan Bachika

A group of young adventurers from Duodecon, responsible for the defeat of Nox and the recovery of the Eliacube. They eventually end up as part of the Dai Gurren Dan, and take part in the final assault against the Warp.

The Brotherhood consists of Yugo (“reborn” king of the eliatropes), Ruel Stroud (Yugo’s adoptive father), Az (the tofu for which it is named) Sadlygrove Percidal (the muscle), Amalia Sheran Sharm (princess of the Shadida clade), Evangelyne (Amalia’s bodyguard), and Adamaï. (Yugo’s dragon bond-brother)

Chaos (Anti-Spiral Energy)

“Unlimited powerrrrrr!”

- Unnamed chaos sorcerer, several seconds before exploding

A perversion of spiral-energy, available in two forms: Spiral power without any capability of change or advancement (AS Energy), or a corruption of spiral energy used without any moral restraint at all (Chaos).

Individuals who end up harnessing Chaos may use its power in a variety of ways, the most common being the summoning of warp demons.

The Chaos Gods

“Speak not the names of the Ruinous Powers. Their reach is long, and their path is to damnation.”

- Inquisitor Ralerian, Ordo Hereticus

Born from the depths of the Warp and fed by the spiral energy poured into it, the Chaos Gods are embodiments of the worst aspects of sapient life. They are unimaginably malicious and unimaginably powerful, fighting and endless war with each other for supremacy, twisting and corrupting the psychical universe to meet their ends. They seek as many worshippers as they can get, for they become more powerful as more spiral energy is dumped into the Warp in their name.

The four major Chaos Gods are:



Korrok

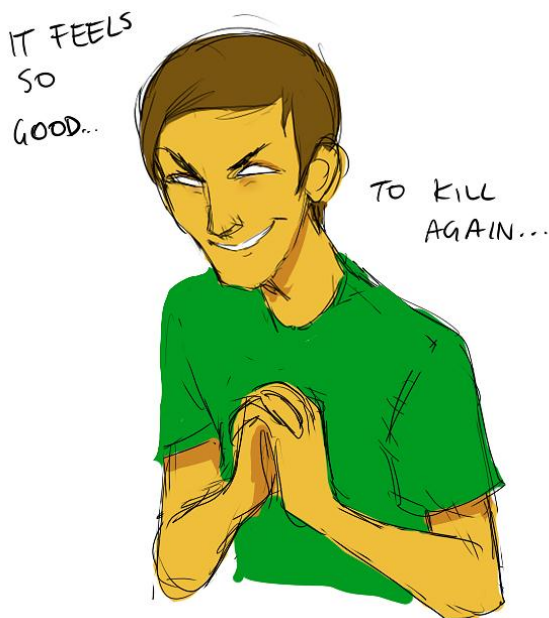
“I stand above all, and call them fags.”

Korrok embodies the pure cruelty and savagery of a child, interested only the most base of desires and spreading filth and decadence wherever it reaches out to the material world. It appears as a great black mass of organic matter with a single blue eye.

Quelancie

"Make sense? Oh, what fun is there in making sense?"

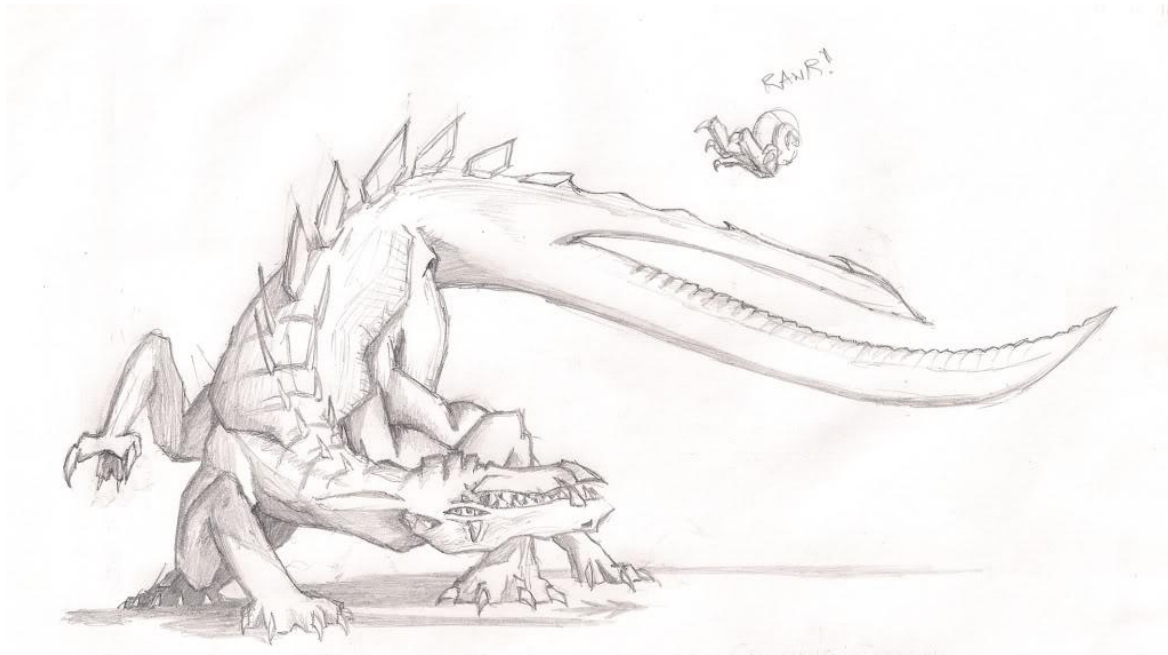
Quelancie is the god of discord, randomness, and nonsense. Its only real motivation is to cause as much anarchy and chaos as possible, but always directed towards more general silliness rather than overt violence. It appears much like a serpentine dragon with parts borrowed from other animals.



An'srew

"Exactly as planned."

An'srew is constantly plotting and scheming, brewing plans within plans within plans without end, all to fuel his Great Work. His manipulations cover not only individual mortals, but the rise and fall of entire empires, even the other Chaos Gods. His plans overlap, intertwine, contradict, and even self-defeat: a true and complete conclusion may only be found at the culmination of the Great Work. An'srew appears in the guise of a male baseline human with pure white eyes.



Belcoatl – *“BLOOD FOR THE GREAT MAW! SKULLS FOR THE FIELD OF BONES!”* –
 A massive lizard caked with the blood of millions, Belcoatl desires nothing more than death, for everything. Its own followers are merely the last to die when they are no longer able to spill blood, except for those who wish to be the first to die so as to avoid the worst of the slaughter.



Dai Gurren Dan

“Kick logic to the curb and go beyond the impossible!”

- Kamina of Jeoha

Dai Gurren Dan started out as a band of ne'er-do-wells led by Kamina of Jeeha village, expanding after he and his best friend Simon reached the surface. While by the time of the battle of Teppelin there were thousands under the banner of the DGD, the true group consisted of twenty-or so close friends.

After Kamina's death, leadership of the DGD fell to Simon. In the years after the fall of Teppelin the group effectively broke up as the new government was established, but eventually re-united to fight the Anti-Spirals.

By the time of the Anti-Spiral King's defeat, Dai Gurren Dan had recovered the Cathedral Terra, and then included not only the core group, but also Lord Genome reconstructed as a biological computer, the Brotherhood of Tofu, the recovered, Eliatrope children, and the remainder of the Angry Marines and their titan legion (now renamed the Flaming Skulls).

Notable members of the core DGD include:

Kamina of Jeeha – The founder and leader of the Dai Gurren Dan. Simon's adoptive older brother and best friend. He was killed by the Heavenly General Thymilph during the assault on Dai-Ganzen.

Simon the Digger – The leader of the Dai Gurren Dan after Kamina's passing. Simon defeated both Lord Genome and the Anti-Spiral King, becoming possibly the most powerful spiral being in history. After the King's defeat, Simon passed the mantle to Gimmy Adai, and spent the rest of his life a wanderer.

Yoko Ritona – A sniper from Littner village and the first member of the Dai Gurren Dan beyond Kamina and Simon.

Viral – A former captain of the beastman Eastern Human Eradication Army, Viral was repeatedly defeated by the DGD, eventually driven into exile after the fall of Teppelin. He is jailed by the new government.

Nia – An Anti-Spiral Messenger; Lord Genome's "daughter". After the King's defeat, Nia was able to last long enough to marry Simon before fading away.

Kittan Bachika – Originally the leader of a surface gang harassing beastman patrols, Kittan and his three sisters were recruited by Kamina. Kittan became a prominent ganmen pilot

Rossiu Adai – As an adult, Rossiu was responsible for most of the new government after the fall of Teppelin, second-in-command to Simon. It was by Rossiu's (highly controversial) decision that Simon was to be incarcerated, to allow for evacuation to escape the Anti-Spiral deathwatch. After the King's defeat, Simon stepped down from command and left the position of Commander-in-Chief to Rossiu.

Gimmy and Darry Adai – Siblings from Adai village. While only small children at the fall of Teppelin, they nonetheless rose in prominence in the following years, with Gimmy eventually taking command of the DGD.

Leeron Littner – The head technician of the DGD. An eccentric, flamboyant individual.

Lord Genome – Lord Genome, reconstructed as a biological computer and installed in the Arc-Gurren spaceship.



Eliacube

“The power in this Cube is unimaginable. This is everything we ever accomplished. This is our legacy, Yugo.”

- Qilby

The Eliacube is an immensely powerful Eliatrope artifact, capable of channeling huge amounts of spiral energy to power a ship through slipspace, create and control Domains, and at one point even rewind time (though only twenty minutes). The Eliacube served as the final safehouse for the eliatrope children and the Brotherhood of Tofu, before eventually being recovered by the Dai Gurren Dan millennia later.

The Imperium of Man

“Behold: I rebuild the empire, greater than man has ever known.”

- Lord Genome

From the ashes of the Old Empire, Lord Genome forged his own. The worship of the Worm was purged as heresy, replaced with the mighty Ecclesiarchy of the Church of the God-Emperor. The Imperium stood strong until the end of the Great Crusade, when the Horus Heresy tore it

apart. The decline was swift into a dark age, ruled by a totalitarian theocracy hell-bent on purging the heretic, the mutant, and the alien.

The Imperium contains the following major branches:

Adeptus Astartes – A series of heavily augmented warriors, arrayed in power armor driven by spiral engines.

Adeptus Mechanicus – The Priesthood of the Machine Spirits, the Adeptus Mechanicus maintain the technology of the Imperium and its operation. Of course, the secrets to creating new technology have been lost, and if they were found, it is heresy against the Machine Spirits. They are descendants of the technocrats of Ix.

Adeptus Sororitas – The all-female militant arm of the Ecclesiarchy of the Imperium, working closely with the Inquisition. Much of its leadership is descended from the Bene Gesserit and Honored Matres, and the core from the Fish Speakers of Leto II.

Adeptus Astra Navigatorum – Much like the Guild Navigators of old, except the Spice has been replaced with a biocomputer linkup to a spiral engine. Astropaths are capable of finding a way through the Warp with reasonable accuracy.

The Ecclesiarchy – The monolithic Church of the God-Emperor. The Ecclesiarchy hierarchy effectively controls almost every aspect of life in the Imperium.

The Inquisition – An organization within the Ecclesiarchy devoted to the rooting out of heresy within the Imperium by any means necessary.

The Imperial Guard – The unaugmented trillions that form the backbone of the Imperium's military. Most major worlds have at least one guard regiment to them.

GM NOTE: Borrowing some aesthetic from the Galactic Empire of Star Wars is totally appropriate here.



Lord Genome

"I am fulfilling the path that the Worm put in motion. I am the true God Emperor of Mankind."

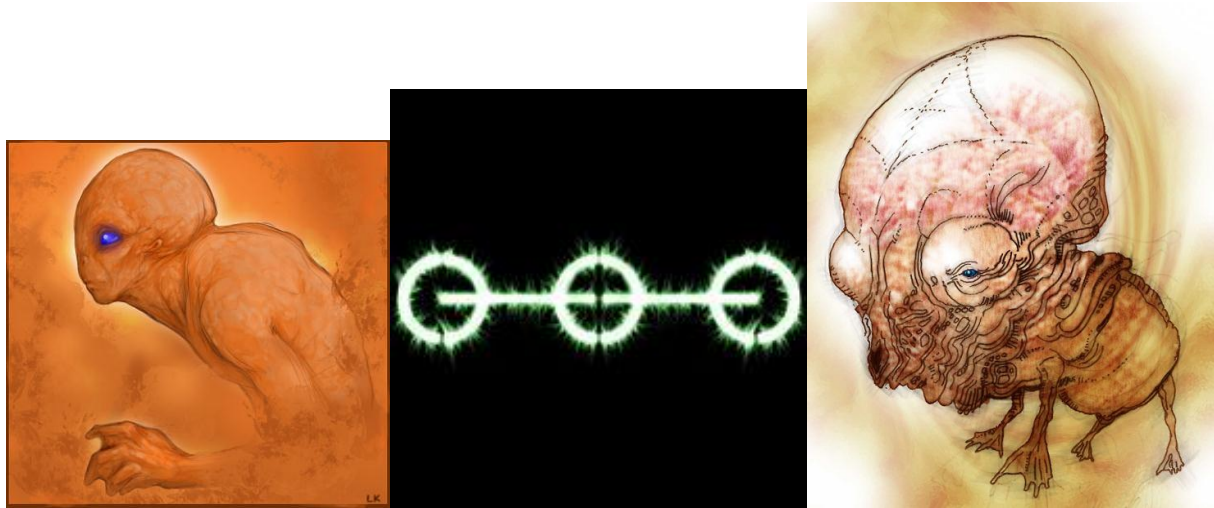
- Lord Genome, to Reverend Mother Sar-Cheil of Chapterhouse

A human warlord returned from the Scattering with an army at his back and a vision for the future, Genome took Leto II's throne by force, ransacking Chapterhouse and proclaiming himself as the true God Emperor. Genome's claim seemed to be genuine: he was easily the most powerful spiral being the galaxy had ever known, and had the backing of the Honored Matres, the Bene Tlilaxu, and the technocrats of Ix. Genome placed the seat of his power on Holy Terra and over two millennia the remnants of the Old Empire were forged into the Segmentum Primum, churning out soldiers and warships. Genome created his Primarch sons, and from their genes created the first twenty legions of Spiral Knights. When the preparations were complete, he set out with his army to reconquer the galaxy in the Great Crusade.

Genome's empire was not to last, though. His favored Primarch, Horus, fell to the corruption of Chaos and led the traitor legions in a campaign to topple the Imperium. During the battle above Holy Terra, Genome was approached by the Anti-Spiral King. He was told of the Spiral Nemesis and shown visions of the destruction of the universe. Genome was driven mad by the revelation and destroyed both fleets. Horus mortally wounded Genome before he was struck down by his father: Genome was forced onto the Golden Throne of Teppelin, half dead, to sit and wait as the Imperium collapsed around him. Though he could neither move nor speak, Genome was conscious enough to nudge the creation of the chimeric Beastmen, who would make sure that humanity would never retake the surface world. The Anti-Spiral King gave him a "daughter", Nia, a construct who would serve as the messenger of the Deathwatch were the beastmen ever to fail.

Thousands of years later, Genome had recovered enough to be free of the throne: alas, he died in combat against Simon the Digger and Nia. His body was recovered by Rossiu of the DGD,

and seven years later was resurrected as a biological computer onboard the Arc-Gurren, this time allied with the DGD against the Anti-Spirals.



Spacing Guild

“The Guild is the chokehold that keeps any one group, the Empire, the Lansraad, CHOAM, or the Bene Gesserit, from reigning supreme. Even then, they must answer to the one that holds the Spice.”

- Duke Leto Atreides I

From shortly after the end of the Jihad until the Scattering, the Spacing Guild held a monopoly over interstellar travel until the last few centuries before the Scattering. While the Guild did not control the Spice, they did control who controlled it, and the bans in place against any sort of alternative space travel, maintained the monopoly. Guild Navigators were completely immersed in a Spice mixture at all times to maintain their prescience.

Spice

“He who controls the spice controls the universe.”

- Baron Vladimir Harkonnen

A byproduct of the sandworms of Arrakis, the spice heightens an individual’s spiral sensitivity to the point where they may navigate slipspace, or even in rare cases, catch glimpses of the future.



Spiral Power

"Think of it like a drill. It spins away, always going forward, going through the stone until you get to the other side. Always going forward."

- Simon the Digger

Simply put, spiral power (also called spiral energy) is the energy that drives advancement, change and evolution inherent in all sapient

beings. Generally, it manifests subtly, though as a Lilim species progresses there appear individuals who are capable of using spiral energy in a noticeable way, often to superhuman levels and literally limitless potential usage. It is possible to create technology to harness spiral power, but it will require a sensitive operator in order to do so.



The Warp

"All active crew are to carry a loaded weapon at all times, in case the Gellar Field collapses. Suicide is preferable to being left to the Warp."

- Captain Lucian Verke

Slipspace was not able to withstand thousands of years of having raw spiral energy dumped into it. The boundaries thinned, before it became so weak that it fell apart and was absorbed by the dreamworld, which then turned into the Warp, which contained bastardized elements of

both. The obscene amounts of uncontrolled spiral energy corrupted the entities within the dreamworld, transforming them into warp demons and the Chaos Gods.

The truth of the situation is even worse: the Warp is in fact the beginning of the Spiral Nemesis. It is slowly spreading, tearing up chunks of base reality and Domains alike in tremendous Warp Storms.

Travel through the Warp is far more dangerous, unreliable, and time consuming than slipspace travel had been, with journeys that had once taken days now taking years. A properly operating Gellar Field will keep a vessel safe from warp demons and other dangers of the immaterium, but ships require a trained astropath to navigate it with any hope of accurate arrival.

The Warp is separated into “layers”. The deeper a layer the more difficult it is to traverse and the more difficult it is to return to physical reality, but this transit is also faster. Each layer has its own “ecology”, as well as a minor Chaos God that serves as its “guardian”. The major Chaos gods exist everywhere in the Warp, though have their own “homes” which are not accessible and so will not be listed

The layers are as follows:

1. **Yggdrasil** – A dark forest of fractal trees inhabited by a wide range of animalistic and plantlike demons. Its guardian is Lil’ Slugger.
2. **The Bureau** – A stereotypical cubicle farm, filled with a variety of demons in business garb. Its guardian is Mr. Cthul.
3. **The Hospital** – An abandoned and derelict hospital. Its guardian is the Clot.
4. **The Fields of Salt** – Endless salt flats, dotted with lakes of boiling acid. Its guardian is
5. **The Meat Pits** – A burning hellscape consisting of mountains of meat. All of the inhabitants are golems made of said meat. Its guardian is the Grave of the Fallen.
6. **The Slurry** – An ocean of frozen slush without a surface, filled with gigantic sea monsters. Its guardian is the Kraken.
7. **Nether** – A realm of lava lakes and bloody chalk cliffs. The primary form of demon found in the Nether is the Ghast: a great pallid jelly-fish-like creature that spews fire. The Nether’s guardian is the King in Obsidian.
8. **The Depths** – A bleak and lifeless cavern populated by the twisted children of its guardian, the Mother of Isaac.
9. **Rapture** – A ruined and empty city, covered in ash and dust. Warp demons of this layer are few and far between, but are all incredibly powerful. Its guardian is Doctor Fetus.
10. **Finality** – A small black planetoid, the beginnings of the Spiral Nemesis. Its guardian is the Anti-Spiral King.

The realms of the major Chaos Gods are:

1. **The Orgy (Korrok)** – A whirling maelstrom of lust, violence, and bodies, all moving to the screeching song of Korrok’s blind pipers.

2. **The Garden of Madness (Quelancie)** – A garden of topiary and statues, with a hedge maze in the center. It only appears to be logical.
3. **The Green Room (An'srew)** – An antique apartment colored an unpleasant shade of green. Notable features include a computer, a drawing tablet, and An'srew's three major servants: Ms. Paint, Arthuor, and Cal.
4. **The Field of Bones (Belcoatl)** – A blasted landscape where Belcoatl's minions fight an endless war amongst the forests of bones and seas of blood.

GM APPENDICES

Appendix 1: Da Rules

Magic – Is fake and not real. This means Harry Potter magic, white science, eldritch majjyyks, bending of any element, and so on and so forth, is right out. Alchemy classified as a science. Spiral power is kinda magic, but it's not "Do X to get effect Y." You can't use spiral power as you would "traditional" magic. It's more "Law of Narrative Causality".

Mutants, Psychics, and other "Super Heroes" – They're scips. There is no mutant gene, nor is there some undiscovered psychic potential in the human race.

Time Travel – None, with three exceptions: certain scips (The DeLorean), those with an absurd amount of spiral power (the Eliacube), and The Doctor/Doctor Whooves (and companion Derpy)

Dracula – The only vampire ever. The only one. Except when he's Alucard.

Pokémon – Most Pokémon have redundant organs and advanced regenerative abilities. Exactly what Pokémon exist is up to you fifth gen doesn't normally fit in. There are no sapient Pokémon. All of a Pokémon's abilities must be physically possible: they aren't just going to pump water like a fire hose or shoot lasers out of their mouths.

Appendix 2: Paranormal Terms

It was not until the early twentieth century that strict definitions for specific types of paranormal entities began to appear, and it was not until the forming of the Foundation that these definitions became uniform and categorized.

AU (Alternate Universe, "Alts") – A separate universe that is not specifically tied a single entity.

EIA (Ego-Imprint Artifact "Arties") – An item which has minor paranormal properties generated by a mild spiral energy imprint by some major historical figure. EIAs are universally considered as unclassified or Safe class SCPs.

EUA (Extra-Universal Artifact, "Junk") – Items or entities from an alternate universe. EUAs do not necessarily have to be paranormal in nature, and generally are not.

IPE (Isolated Paranormal Entity, "Boogies") – A conscious entity connected to a specific Domain. IPEs are generally contained within their Domain, and may only move to base reality under rare and ill-defined circumstances.

LOC (Lucid Oneirological Concept, “Spooks”) – A manifestation of the dreamworld within base reality. This manifestation will generally take the form of entities or locations, if it has any definable form to begin with. LOCs are by nature transient and inconsistent within themselves: a manifestation will last a matter of hours at most before dissipating, and may change in any way at any moment. LOCs very rarely have any notable effect on base reality.

LPU (Localized Pocket Universe, “Domain”) – A form of alternate universe, LUPs are defined by being tied to a single entity (though in certain cases, such as the Empty City, the Domain is the entity itself.) A Domain will collapse into non-existence when the accompanied entity is destroyed. Domains are classified as “inner” and “outer”, as determined by the relationship with the entity that controls it:

Inner – The entity exists or originates outside of the Domain, within base reality. (ex. The Eliacube)

Outer – The entity exists or originates within the Domain, though it may move into base reality. (ex. The Path of Black Leaves)

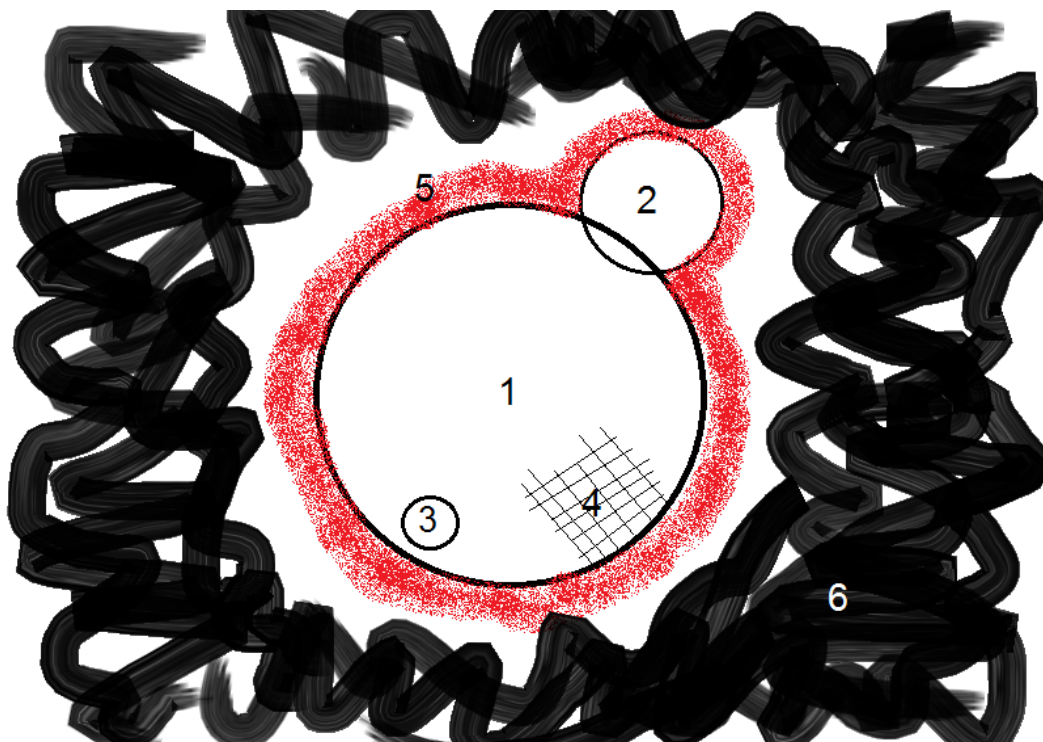
PRE (Phobic Representational Entities, “Fears”) – A conscious entity of considerable power connected to a respective domain. Unlike IPEs, Fears are not contained within their Domain, and may move themselves into base reality at will. Also unlike IPEs, Fears may demonstrate inconsistency in form and powers, but will maintain an overall theme.

SCP (Supernatural Catalyst Property, “Scips”) – At its widest definition, a SCP is any entity, object or property that does not conform to known principles of reality, or as officially put, are “jeopardizing to normalcy”.

SCP classification levels are based on the difficulty of containment: Safe, Euclid and Keter.

UPP (Unexplained Paranormal Phenomena, “Hiccups”) – A random, one-time event with no seeming connection to any other phenomena.

Appendix 3: The Ordering of the Universe



1. Base Reality
2. Outer Domain
3. Inner Domain
4. Slipspace
5. Dreamworld
6. The Void

Appendix 4: Fears

Fears (PREs) are the big guns. A normal SCP, IPE, or an Anti-Spiral remnant will mess you up, but you can contain them, or even beat them with enough effort. Not so much with Fears. You can delay them, sure. You may even be able escape them, or even in rare cases foil them temporarily. But you definitely can't destroy them. Your victory is only temporary.

All Fears have a Domain and a type of servant, which will be listed in each description. The Domain is the Fear's home, more or less. Servants are humans who have been chosen by the Fear to serve, have been driven mad by it (quasi-servants), are a part of the Fear itself (extension) or serve it willingly (cult).

When using Fears, stick to maybe one or two at maximum. Three or more is running head first to playing them out. Just because you put in one does not necessitate that all of them have to exist within your take on the setting.

The properties listed are just a basis for each Fear: you are free to pick, choose, and adapt as you see fit. If you so wish, you could adapt the Fears into a sort of pantheon of gods – they're already cosmic forces

The Fears are:



The Archangel

Domain: Bliss

Servants: Apostles (servant), Timberwolves (cult)

Appearance: A male wearing a gas mask and coat (usually a sweatshirt or longcoat, or something like a military uniform), often carrying a sniper-rifle. It may also appear as a deceased friend or family member of the viewer.

Notes: The Archangel is the Fear of religion and religious dogma, and is often claimed to be the afterlife, or a twisted version thereof.

The Bandaged One

Domain: The Belly of the Beast

Servants: Unknown

Appearance: A humanoid wearing a leather apron and welding mask. The entirety of the body is wrapped in bandages.

Notes: The Bandaged One is the only Fear to consistently ally itself with another, in this instance, Chzo. The Bandaged One's Domain is technically within Chzo itself, and it is considered a servant of Chzo.



The Black Dog

Domain: Unknown

Servants: Unknown

Appearance: A massive black dog with glowing red eyes. It may take a smoke-like form.

Notes: The Black Dog is the Fear of secrets being discovered. It will generally stalk victims rather than outright attacking them, bringing them items related to their secret as a pet would

return a stick. Alternatively, a more violent interpretation could be used. (Fear of the feral unknown)

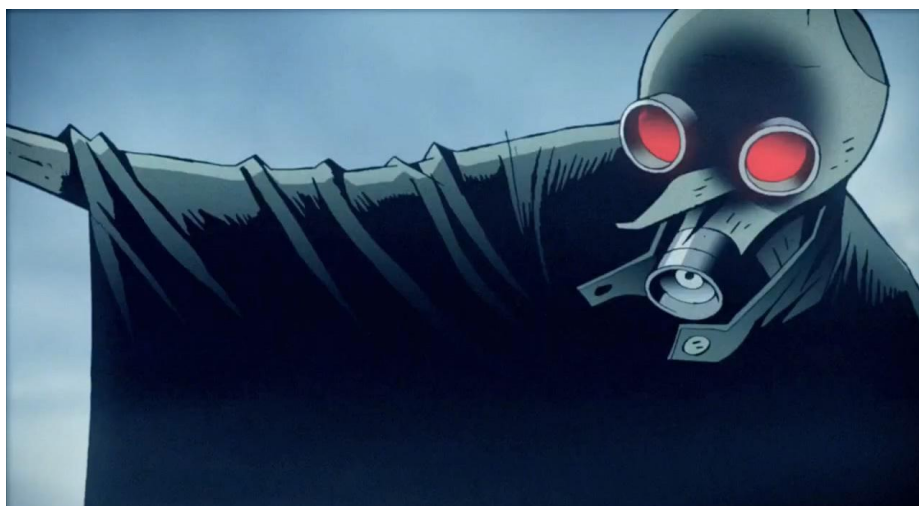
The Blind Man

Domain: The Catacombs

Servants: Gifted (servant), The Archive (cult)

Appearance: An old, blind man (occasionally it is without eyes at all), carrying a book. It is often described as looking like a bookkeeper or librarian.

Notes: The Blind Man is the Fear of losing memory and growing old. If an individual's name is written in its book, they will lose all childhood memories. In addition, the Archive maintains massive amounts of information regarding not only the Fears, but the workings of the universe itself. This information can be accessed pulling favors with the Archive cult, generally with supplying information in exchange.



The Boogiemán

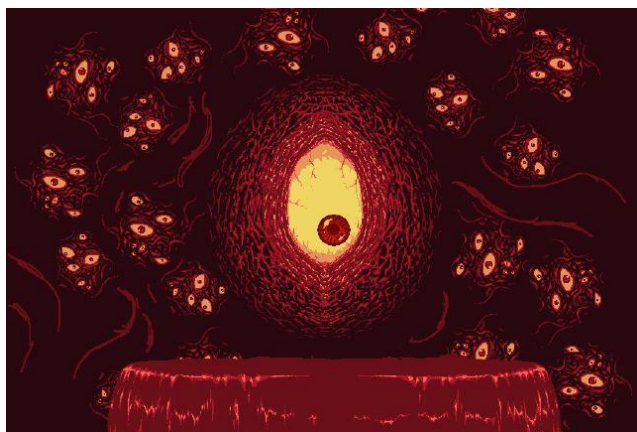
Domain: Unknown

Servants: Unknown

Appearance: A nearly-skeletal man with a prominent nose, wearing a black rubber cloak and gas mask.

Notes: The Boogiemán is the Fear of human inhumanity: it has been described as “all the bad bits of

people rolled up into one thing.” It is also referred to as “Sun Moon Stars”, and “Flatulence”.



Chzo

Domain: The Halls of Suffering

Servants: Princes (servant), the Bandaged One (servant)

Appearance: A twisted mass of flesh and organs, interspersed with eyes and mouths.

Notes: The Fear of pain, Chzo can barely be called sapient, having long since been driven mad by its own suffering. Most of its interactions with base reality are through its servants.

The Cold Boy

Domain: The Winter Court

Servants: Children of the Cold (servant)

Appearance: A boy of seven or eight years, suffering from hypothermia.

Notes: The Fear of cold and alienation, the Cold Boy will try to isolate its victims, leading them away from friends and family, before killing them.



The Convocation

Domain: The Bleak Shore

Servants: Nests (servant)

Appearance: A hive-minded flock of black feathered creatures, either birds or occasionally a more alien form.

Notes: The Convocation is capable of generating lightning as well as tearing an individual apart by itself. It is the Fear of heights and being taken away.

Death

Domain: The Black Cottage

Servants: None

Appearance: A human skeleton standing seven feet tall, wearing a black cloak and carrying a scythe. The sockets give off a blue light.

Notes: Death is an oddity amongst the PREs, as it seems to have no ill intent towards mortals, and may even be benevolent at times. However it will only very rarely appear to anyone who has not already died, and is bound by a strict set of rules regarding its interference with the mortal world.



EAT

Domain: Unknown

Servants: Campers (extension)

Appearance: An animate body of water, which may be within a human being.

Notes: EAT (also called Ichor), is the Fear of drowning and obsession. Humans infected with EAT will develop extreme obsessions and compulsions as they become Campers. EAT is occasionally more benign than other Fears, and may occasionally offer assistance of some esoteric sort.



The Empty City

Domain: Itself

Servants: None

Appearance: An endless city with no paths of escape and no inhabitants.

Notes: The Endless City is accessible only by Doors, which appear at random in base reality. It is used by other Fears and their servants as a neutral meeting place. Some theorize that those who escape the City become Nightlanders.

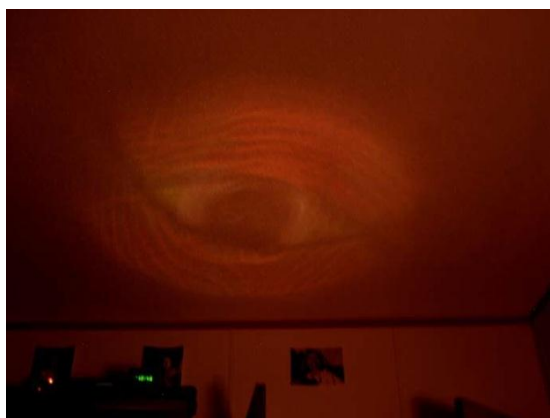
The Evangelist

Domain: Unknown

Servants: Unknown

Appearance: A humanoid in ill-fitting clothing, covered in welts. It wears a glass fishbowl over its head, and seems to have some sort of tentacle creature living inside. Small octopi hang from its limbs.

Notes: The Evangelist is the opposite of the Boogieman, and as such is the closest to "good" as a Fear can get (Death not included, as, while benevolent, he is neutral). This just means that it is alien rather than outright hostile. It is generally considered the Fear of hope.



The Eye

Domain: Unknown

Servants: Judgment (extension)

Appearance: A human eye which will follow a single target, appearing in a variety of shapes, sizes, and locations.

Notes: The Eye is the fear of judgment and punishment. It does not act directly to kill its target: instead, it will possess another individual (the Judgment servant), who will then be driven to kill the target before they themselves burn up.

The Intrusion

Domain: Unknown

Servants: Unknown

Appearance: A swarm of various insects and arthropods connected by a hive mind.

Notes: The Intrusion is the Fear of insects and invasion, because it's exactly that: Insects. That invade your body. And breed inside it.

The Manufactured Newborn

Domain: The Towering Realm

Servants: Thoughtborn (servant), Towerborn (servant)

Appearance: A mechanical toy, taking the form of a sort of spider or fetus, often with organic parts and bladed weapons.

Notes: The Manufactured Newborn is the fear of technology and the future. It will grow in size by adding to itself before returning the Towering Realm, where lies its true body. The Manufactured Newborn is in fact the juvenile form of Machine God: after the war with the Valar, the Anti-Spirals cut a deal with the Newborn in exchange for the Newborn healing C'tan: exactly what the Anti-Spirals gave the Newborn is unknown.

The Mother of Snakes

Domain: The Garden of Desolation

Servants: Lilim (servant)

Appearance: A woman in a black dress, often carrying a snake, or having snake-like attributes. It generally lives on the other side of mirrors.

Notes: The Mother is effectively the Fear of what one sees when they see themselves. It rarely leaves the Garden or its place behind mirrors. She will not physically harm individuals, instead tempting them to entertain the darker parts of their consciousness.



The Nightlanders

Domain: Unknown

Servants: Unknown

Appearance: As mobile shadows or disembodied voices.

Notes: Nightlanders are the fear of the unseen in the dark. They have an obsession with organization, and so will move and reorganize both objects and people (whether the people survive is of little consequence). Some theorize that they are actually those who have escaped the Empty City.

The Plague Doctor

Domain: The Crumbling Castle

Servants: Oathbreakers (servant)

Appearance: A figure wearing a black cloak and bird-nosed mask. It often appears covered in filth.

Notes: The Plague Doctor is the fear of disease and sickness: as such, it spreads disease everywhere it goes: those who interact with it and are not infected will develop symptoms of hypochondria.



The Quiet

Domain: Unknown

Servants: Hushed Monks (cult), the Sine Corda (cult)

Appearance: Not applicable

Notes: The Quiet is a passive tear in reality, capable of “un-making” things. It does not appear to be aware of any followers, or of the affect it may have.



The Rake

Domain: Unknown

Servants: Maenads (servant or quasi)

Appearance: A pale, lanky creature with wide eyes, wispy hair, and massive claws.

Notes: The Rake is the Fear of brutality and animals, and is so therefore violent and bestial in its actions. However, the Rake is in fact quite intelligent and capable of human speech, though it rarely reveals this fact.

The Slender Man

Domain: The Path of Black Leaves

Servants: Proxies (servant)

Appearance: An incredibly tall and thin figure without a face, wearing a suit. It may appear with tentacle-like appendages. There are several variant forms of this Fear: The Operator (“default”), Cabadath (red hands, polearm weapon, and kerchief, shown to the right), and Majora (masked).



Notes: The Slender Man is the Fear of strangers and the unknown. It is the most commonly encountered of the Fears, and occasionally acts as a sort of messenger for other Fears, though it does not truly serve them.



Mr. Teatime

Domain: The Child’s Tower

Servants: Teetotalers (servant)

Appearance: A young man with curly blonde hair. One eye is glass, while the other has a pinprick pupil. He will often act like a child, though with a very obvious underlying psychosis.

Notes: Teatime is the most human of the Fears, and seems to be out to kill other PREs, even going as far as “hiring” mortals to assist him: however, Teatime is willing to kill for the slightest of reasons, or no reason at all.

Note Bene: It’s pronounced “The-ah-tim-eh”. He is very specific about this.

The Unnamed Child

Domain: Unknown

Servants: Wanderers (quasi), Nameless (servant)

Appearance: A girl, 8-10 years old, with a subtle uncanny valley appearance.

Notes: The Child is the Fear of commitment and loss of loved ones. Those who come in contact with it will slowly become obsessed with it, until it disappears without explanation, leaving them broken and despairing.



The Wooden Girl

Domain: The Screaming Tower

Servants: Doll (servant), Puppet (extension)

Appearance: A female mannequin, made out of wood and wrapped in fine strings.

Notes: The Wooden Girl is the Fear of being controlled. It generally stays behind the scenes, using its servants to further its plots.



Appendix 5: Incubators

Nothing is known about the Incubators: not their origins, not their motives, and most certainly not how they seem to break the rules of the universe on a whim. What is known is as follows:

- Incubators will generally appear as small, cat-like creatures. It is suspected that this is not their true form, or is possibly only a single stage in their life cycle.
- Incubators, while not immune to physical harm, do not seem to obey

Euclidian physics: they quite literally appear out of nowhere. If one is killed, it will “respawn” nearly instantly

- Incubators will appear to certain individuals apparently at random, offering them a “contract”. The contractee is granted one wish (within limits: massive changes to reality and raising the dead are not permitted) and special powers (appearing much like fictional magic, but generally only usable within a Domain), but is bound into fighting “Witches” (A certain variety of IPE), and giving their souls to the Incubator as payment.
- Those who agree to contracts are given a phylactery, displaying the condition of their soul. If the phylactery goes black due to over use of powers or emotional strife, the contractee will become a witch themselves.

An Incubator handing out contracts is a wonderful way to start a campaign, and to mess with your players. If they aren’t familiar with the source material, the problems should be subtle at first, but when things start hitting the fan, your players should feel like they have been hit with a truck of eldritch-ness.

Their motives should always remain mysterious and unsaid. Whatever you think they’re harvesting souls for, never tell the players.

Notable historical contractees may include: Dr. Faustus, Shakespeare, the Beatles...

Appendix 6: Notable Alchemists

Maria Prophetissa (c. 1st-3rd century) – The first alchemist of the western world. Most information about her is partial legend, but what is known is that she instituted the laboratory practices used for centuries afterwards.

Jabir ibn Hayyan (722–804) – Discovered the principle of the alchemical circle.

Abdul Al-Hazred (814-876) – Building off of the work of Hayyan, Al-Hazred succeeds in discovering the base principles of circle-based alchemy.

Nicholas Flamel (1330-1418) – Founder of the first alchemical college and creator of the first (if imperfect) Philosopher's Stone.

Leonardo da Vinci (1452-1519) – Famous painter, inventor, and overall Renaissance man. Published several works on medical alchemy.

Theophrastus Bombastus von Hoenheim (1493-1541) – The father of modern alchemy, Hoenheim revolutionized the alchemical world with his revisions to Abdullan circles, greatly expanding the applications of alchemy in all fields. He founded the Hoenheim Institute in Geneva in 1520.

Nostradamus (1503-1566) – Most notable for his books of predictions, none of which actually came true.

Sir Isaac Newton (1643-1727) – First proposed the theories of gravity and the multiverse. Tried to create a Philosopher's Stone following the work laid out by Flamel: all of his attempts failed.

Szilard Quates (1649-1932) – The head alchemist of the *Advena Avis*, and one of the original human homunculi. Quates wished to immediately spread the knowledge to the world and form an immortal ruling class.

Maiza Avaro (1687-2018) – Another one of the *Advena Avis* homunculi, responsible for preventing Szilard Quates from instituting his immortal ruling class. Eventually became a well-respected member of the Martillo family.

Benjamin Franklin (1706-1790) – The first notable American alchemist. Responsible for developing countermeasures against British homunculi during the American Revolution.

Edward Elric (1898-1974) – A German alchemist, notable for uncovering the machinations of the Father of Homunculi, who had orchestrated World War One as a way to create a continent wide alchemical circle which would allow him to ascend to godhood.

Appendix 7: The Spiral Knights

“They are my Spiral Knights...and they shall know no fear.”
-Lord Genome

While there are hundreds of Spiral Knight chapters, they can all trace their histories to the twenty original legions of Genome’s Spiral Knights. This list includes those legions, their primarchs, and their current status.

1. Bronze Blades – Phineas the Great – Loyal
2. Desert Fangs – Rachnus Rageous – LOYAL AND ANGRY!
3. Sky Smiths – Stevan Ty-Lor –Traitor
4. Death Eaters – Vol Demort – Traitor
5. Silver Horde – Ghenghiz Cohen – Loyal
6. Dire Wolves – Leman Stark – Loyal
7. Northern Fists – Kennar Shirow- Loyal
8. Dark Brotherhood – Sythis – Traitor
9. Blood Fangs – Maccarth – Loyal
10. Iron Hooves – Ferrus Equus – Loyal
11. [EXPUNGED] – [EXPUNGED] – Unknown
12. World Eaters – Galactus – Traitor
13. Iron Giants – D’ean – Loyal
14. Death Stars – Tarkinus –Traitor
15. Setting Suns – Seth the Red – Traitor
16. Sons of Wedjat – Horus – Traitor
17. Word Bearers – Mattimeo Warden –Traitor
18. Dragons’ Dominion – Strong Badar – Loyal
19. Great Neighbors – Rogers the Wise - Loyal
20. Twenty Faces – Gygaxxon – Contested

Appendix 8: Minor Alien Races

- **Adipose** – Sapient globules of fat. They require a host for reproduction.
- **Alimbic** – An extinct and highly-advanced race native to the Large Magellanic Cloud.
- **Atasian Highbreed** – A xenophobic, expansionist empire ruling several slave races. Atasians themselves are slowly dying due to crippling inbreeding.
- **Babel Fish** – Large yellow ichthyoids, specializing in language analysis and translation. Also refers to an ear-canal bio-implant used for the same purpose.
- **Baby-Eaters** – A crystalline, insectile race, infamous for basing their entire culture and moral system on eating large quantities of their young.
- **Betelguesian** – Human clade, known for complex and sprawling families (involving multiple mothers and semi-cousins, among others) and generally being incredibly drunk.
- **Cybermen** – A collectivist cybernetic transhuman clade. They seek to turn all sapient races into cybermen.
- **Daleks** – A machine race devoted to the extermination of all non-dalek life. They are easily defeated by sneaking up behind one and pushing.
- **DomZ** – A mysterious race of bony cnidarian parasites.
- **Deoxi** – A bizarre alien virus of unknown origin, appearing in several consistent forms.
- **Galvan** – Amphibious sub-set of the Grey clade: smaller and short-lived.

- **Grey** – Common human descendant clade, modeled after ancient urban legends. Many are members of so-called “Ancient Astronaut” religions.
- **Iktomi** – Extinct spider-like race. Latest known artifacts dated to 10,000 B.C. No signs of Reaper purge.
- **Integrated Data Entity** – A construct used by a high-level archalict to communicate with lower sapients.
- **Irken** – Short, green-skinned humanoids with insectile features and symbiotic cybernetics: Their expansionist empire is ruled by the All-Mighty tallest.
- **Jade Chime Singers** – A young, energetic race uplifted by terragen genengineers: the only known native sophont of a chlorine atmosphere.
- **Jovian** – A human-descendant clade, capable of shapeshifting into other humanoid forms with great accuracy.
- **Krill** – Human descendant clade: bound to insectoid mutualistic symbiotes.
- **Kzinti** – Uplifted tigers. Warlike to a fault, with a penchant for losing every conflict they get into.
- **Magrathean** – A legendary humanoid race with mastery of terraforming: famous for building to-order planets and habitats to those with the appropriate resources.
- **Mala’kak (Space Jockeys)** – A giant, ancient race, presumably purged millions of years ago. Known by only one preserved specimen onboard a derelict ship.
- **Galvanic Mechamorph** – A sapient liquid nanoswarm created by the Galvans. Capable of integrating itself into almost all other technology, but they cannot self-replicate by themselves.
- **Muuh** – An ancient crustacean-analog race. They are only capable of living on ice worlds, and live at glacially slow paces, oftentimes literally. Temperatures above -150°C are fatal.
- **Phrygisian** – An ice-world race and longtime allies of the muuh. They have some abilities in thermal redistribution, as so may freeze water or water vapor around them.
- **Protoss** – An ancient space-faring race purged by the Reapers some 200,000 years ago. Only a few ruins are left scattered around the galaxy, most in the form of large fields of energy pylons.
- **Qunari-Kessith** – A horned human descendant clade, known for their austere religious practices and common crusades against neighboring worlds.
- **Rakata** – An ancient space-faring race: their empire collapsed after a slave rebellion around 25,000 B.C. The only surviving rataka population lives on Lehon Prime.
- **Reptilicus** – The savage and devolved inhabitants of Bryyo. Hexapedal reptilians.
- **Saiyan** – Human-descendant clade. Known for their incredible physical strength, absurd hairstyles, and lots of yelling.
- **Superhappies** – An amorphous race that communicates through the transfer of genetic material. They are capable of processing and adapting information thousands of times faster than other sapients.
- **Vogon** – Large, dumpy, foul creatures. They are the backbone of the Federation bureaucracy, specifically Galactic Civil Services. Also they have awful poetry.
- **Yautjas** – An ancient clade within the Sangheili: tribal society based around the hunt.

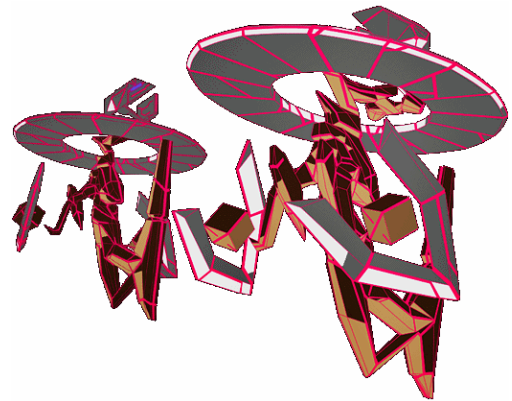
Appendix 9: Anti-Spirals



Ing – The ing are not Anti-Spirals, but their servants: races that have been completely severed from spiral power and twisted into hideous forms.

Deathwatch – The Deathwatch is the preventative system implemented by the Anti-Spirals to keep Lilim races from ever achieving true spiral power. While it can be used to refer to the Reapers and Necrons, it is more appropriately made of the automated fleets which will purge any sign of spiral power, rather than waiting.

Mugann – The most basic of Anti-Spiral units and the bulk of the Deathwatch, Mugann are non-sapient constructs. Mugann are generally very weak alone, though they can still cause tremendous collateral damage in a heavily inhabited area.



Ashtanga – Gigantic warship constructs, Ashtanga are usually deployed alone or in pairs, accompanied by fleets of smaller ships and hordes of Mugann. This is more than enough to handle the vast majority of incidents through orbital bombardment.



Messengers – A special type of construct, Messengers are assigned to planets home to species with notable spiral potential, and will serve as an early warning system of spiral power and will then call in the main fleet for immediate purging. Messengers generally do not realize that they are Anti-Spiral constructs until activation.

Known messengers include:

Sauron - The messenger to Earth. Sauron was destroyed in prehistoric times, allowing humanity to pass under the larger notice of the Anti-Spirals and into the general

Doc Scratch – The messenger to Alternia. Scratch actively engineered alternian culture to form a self-defeating cycle, preventing any

development towards spiral sensitivity. He was killed by Gamzee Makara.

Nia Teppellin –The Messenger to Holy Terra and “daughter” of Lord Genome. Nia became a member of the Dai Gurren Dan before activation and it was through their influence she was able to eventually reject her programming.

Auditors – The lower order of sapient Anti-Spirals, Auditors oversee the “business” side of things, as it were. They generally act as observers of the galaxy, alerting the Masters when necessary.

Auditors, unlike Masters, have no sense of individual self: they exist to make sure that everything runs smoothly, and as such have an incredible hatred for all life (which is not smooth). However, given their nature as non-entities, they are limited in what they can do. Not that it stops them from trying, mind you.



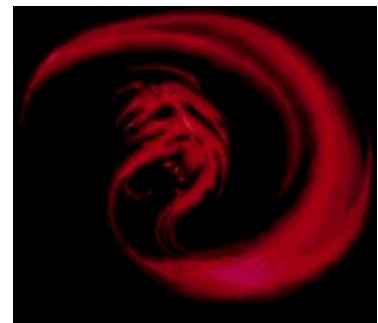
Masters – Masters are the most powerful of the Anti-Spirals, and also the rarest. They are all fallen Valar from the first war.

The known Masters are:



Phil the Destroyer – Led the Anti-Spiral forces in the purge of the Eridian civilization. While successful, Phil was entrapped within the Vault of Pandora. Eventually, it would be released, and subsequently killed, by a group of treasure hunters in the 4000s.

Giygas – The Corpse: Giygas was torn to pieces during the war with the Valar. To preserve itself, it sealed itself within a Domain, though it was unable to heal. Giygas was finally defeated by a group of human children who managed to locate its Domain.



The Starchild – Leader of the Reaper forces, the Starchild lived within a small Domain in the Citadel. The Starchild was killed by C'tan after its awakening for gross incompetence and generally being a pompous little twerp.

Orgonax – Led the Anti-Spirals in both purges against the Eliatropes. Generally regarded as the “third in command”, behind C'tan.

C'tan - The Void Dragon, true leader of the entire Deathwatch, and second in power to the King. C'tan had been crippled after the war against the First Ancestral Race: its recovery was only complete after a long period of gestation within the Machine God, after which it executed





Melkor – The king of the Anti-Spirals and highest of the Valar, Melkor discovered the potential for the Spiral Nemesis. So as to stop it, he cut off his own potential for development, and led the Anti-Spirals against the Valar, destroying them utterly. Melkor's first real foray into base reality after his victory was during the Horus Heresy, after which he entered the Warp in an attempt to slow its spread.

The above shows Melkor as he appeared while fighting against the Valar, and later as the Anti-Spiral King.

Appendix 10: Notable Alternate Universes

Shit Narnia – A universe which experienced a great advancement in biotechnology in the late 19th and early 20th century, eventually leading to the creation of a greater avatar of Korrok in 1926. Korrok declared itself possessor of ultimate knowledge, and instituted a global war to purge those against its reign. The only access point to Shit Narnia is through a portal located in an abandoned mall in [Undisclosed], Indiana, and does not seem to be functioning.

Universe 093 – A universe accessible through SCP-093. The main point of timeline divergence is approximately 1620, at which point a godlike entity known as “He” granted massive technological advancement, so as to purge the world of Sin, before mysteriously vanishing. A ten year war resulted in the establishment of an authoritarian theocracy, which was slowly destroyed under the onslaught of the Unclean, entities created by His weapons.

Xen – A “borderworld” Domain, which can serve as a sort of bridge between major universes. It was accessed by a Foundation experiment, which in turn allowed for the Combine to access base reality from the other side. Much of Xen's native wildlife was ported to Earth during the Portal Storms, including the vortigaunts. The Combine transit seems to have severely damaged Xen itself, and transport to the Domain again would theoretically cause another Resonance Cascade.

SPC – A universe that seems to be beset by sharks various and shark-related evils. The Foundation of this universe has been replaced by the Shark Punching Center, which seems to be led by an alternate Cave Johnson.

Appendix 11: Notable SCPs

SCP-008 “Zombie Plague” – A prion infection spread through bodily fluids. Symptoms resemble that of severe influenza and fever, before the infected individual is reduced to a coma-like state approximately twenty hours after original infection, and dies after twenty four. At this point, the body will resuscitate, with drastically reduced physical and cognitive functions, and will seek out living flesh to consume. The most common vector of spread is through saliva.



SCP-083-D “Dracula/Alucard” – SCP-083-D appears to have many of the same properties as fictional vampires: a thirst for blood, shapeshifting abilities, an aversion to sunlight, blessed items, garlic, and silver, the inability to cross a body of water without being immersed in soil, and so on and so forth. He has appeared in two major forms:

Count Dracula: A Transylvanian noble who attempted to take over the British Empire. It was a variant of this form that was resurrected in 2097, still having memories of his original life, but also bearing abilities unique to his Alucard form.

Alucard: Dracula’s ashes were recovered by Abraham van Helsing, made their way to the Hellsing Organization, and were eventually used to resurrect Dracula in the form of Alucard, who was then restrained through, among other things, implants of blessed silver. Alucard was seemingly more powerful than his prior form, or at least more willing to use his full range of abilities, and was more resistant to sunlight and other such items. Alucard was killed in 1997 by Dr. Kondraki of the Foundation, alongside Simon Belmont.

GM NOTE: If you decide to use Alucard, it is suggested by the author that you use the *Hellsing Ultimate Abridged* version.

SCP-093 “Red Sea Object” – A circular stone tablet with undeciphered inscriptions, when held to a mirror, it will allow an individual to pass through to Universe 093.

SCP-217 / SCP-882 “Clockwork Virus / “A Machine” – SCP-217 is a virus communicable by touch or body fluids, effective within all branches of the kingdom *Animalia*. Those infected will, through an unknown means, convert biological material into “organic metal”, eventually replacing the entire organism with clockwork.

SCP-882 is a giant mass of gears, clockwork, and other mechanical parts. Any metal touching the object will become affixed to it, and eventually be absorbed. Movement of the item will cause auditory hallucinations within nearby humans, hallucinations which will grow in intensity unless metal is “fed” to the object. If no metal is available, severely affected subjects may throw themselves into the machine.

When brought together, these items form the Blood and Heart of the Machine God, allowing for the rest of the entity to form.



SCP-239 “Haruhi Suzumiya” – A teenage Japanese girl capable of subconsciously manipulating reality. She is currently kept under highest security and chemically-induced coma by the Foundation.

Appendix 12: The Sol System

All of the descriptions below are c. 2100, unless otherwise noted.

Mercury – Mercury only ever had a small population of synths and infomorphs, moving along the shadow terminus in nomadic mining settlements or living deep underground. The only real thing of note is the capital city of Cannon, which is exactly that: an easy way to get large quantities of metal into orbit.

Venus – Settlements on Venus consist primarily of floating city-habitats (aerostats), ruled over by the MorningStar Constellation. It was not until 1986 that a probe successfully survived long enough to transmit more than basic data of Venus’s surface, and it was there that an astounding discovery was made: life. Unfortunately, due to the dangers it presented, the only transhumans to live on the surface were criminal exiles, and other desperates. The exploration and colonization of the surface by the Constellation began with Lord Cockswain’s famous expedition in 2371.

Earth – After the catastrophes of the late 21st century, Earth was little more than radioactive deserts and frozen wastes. Civilization never fully recovered, and Earth was eventually forgotten by the galaxy at large.

Mars – The secondary homeworld of mankind after the ravaging of Earth. Mars is home to the Planetary Consortium, though is overseen locally by the Tharsis League. Mars is very much the Wild West of the system, providing wide expanses of barely-settled outback. Terraforming of Mars began almost immediately after settlement.

The Belt – A generally dull string of mining habitats and trading posts, notable only for the settlement of Extropia on Asteroid 44 Nysa. Extropia is populated by a number of anarcho-syndicalist and techolibertarian groups, making it a free market and transhuman utopia, as it has no laws or government to speak of.

Jupiter – The Jovian moons were home to the bioconservative Jovian Republic, which is based out of Ganymede. Io serves as a prison world for the Republic, Europa has been leased to outside hypercorps for research,

Saturn – Saturn has two major settlements: Phelan's Recourse is the largest scum fleet in the system, which makes a monthly loop to as many moons and habitats as it can for trade, and is an excellent way to find anything or anyone. The moon of Titan has a population of over 60 million, and serves as the poster child for techno-libertarian socialism. Unlike many other settlements, Titan is self-sustaining.

Uranus – Uranus is only really known for the anarchist spaceport of Chat Noir, home of the Love and Rage Exploratory Collective. It's a necessary stop for space explorers who don't want to bother with the relay system or regulations.

Neptune – The sparse habitats in orbit around Neptune are a random assortment of isolationists and anarchists: there is nothing even remotely close to a Neptunian government. The only habitats of note are the cluster infomorph habitat Glitch in the System and Mahogany, a neo-avian settlement.

Pluto/Charon Relay – Pluto is completely uninhabited, outside of the 9000 or so inhabitants of Gagarin station and its accompanying refueling post. The Charon Relay to Arcturus survived the War.

Appendix 13: Paranatural Groups of Interest

Some of these groups will have extra information under O5 EYES ONLY, which is information that would only be known to the leadership of the Foundation, and GM EYES ONLY, which is information that only the GM should know.

Are We Cool Yet? – A Dadaist terrorist collective, known for using SCPs in often-fatal open-exposure "art exhibitions". They are most famous for the "Ossify Wall Street" event and the "Warning of the Stairs".

The Church of the Broken God – A cult devoted to the restoration of the Machine God, by whatever means necessary. It appeared to have been "feeding" SCP-882 before it was recovered by the Foundation.

Delta Green – The first "official" counter-SCP organization created by the United States government. Delta Green was absorbed into the Foundation in 1946: a few remnants continued their work independently outside of the command of both the Foundation and the US

government. The name is now only used within certain Mobile Task Forces descended from the original Deltas.

The Factory – An unknown party, capable of manufacturing SCPs and distributing them throughout the world. The Factory itself has not been located, though some apparent sweatshops have been raided by the Foundation.

O5 EYES ONLY – Anderson's Factory was founded in 1835 as the biggest all-purpose factory in the world. It was raided by what would become the Foundation in 1875, after an employee escaped the facility to tell of what went on within it. Anderson was executed and the Factory fell under Foundation control. Site Alpha was built around The Factory until the incident of 1911, at which point control of The Factory, and the Factory itself, was lost. The Factory seems to have been destroyed, or cut off from base reality during the Fall.

GM EYES ONLY – The Factory acts as a sort of conduit, bringing SCPs into base reality from the Source.

Firewall – The remnants of the Foundation and other like-minded groups, Firewall focuses more on general x-threats, rather than solely SCPs.

The Foundation – A global amalgamation of paranatural institutions, dedicated to the containment of. It should be noted that, while the modern Foundation was formed by the union of several groups (Including Delta Green, the Harker Institute, and the Order) in 1946, this was only building on the Foundation formed in 1911.

O5 EYES ONLY: The 1911 Foundation was only the official organizing of the group created in 1875 to investigate the Anderson Factory.

The Harker Institute for Supernatural Studies – A group founded by Jonathan Harker in the aftermath of the "Dracula" incident. The Institute was beset by problems during its operation, springing from a lack of any major scientific or military basis, the Hellsing split, and near-constant conflict with Marshall, Carter, and Dark and the rest of the paranormal underground.

Hellsing Organization – A splinter faction of the Harker Institute (and properly named the Royal Order of Protestant Knights), originally founded by Abraham van Helsing. The Hellsing Organization believes that SCPs should be controlled and used, rather than contained and studied. Hellsing is most notable for recovering the remains of Dracula, resurrecting him as Alucard, and then using him against various paranatural threats and rival groups. Also known for its high-quality in-house weapons manufacturing.

Karotechia – Originally the German military alchemist corps in World War I, Karotechia expanded into paranormality and experimental alchemy under the Third Reich (Karotechia alchemists were responsible for the creation of the Immortal Legion through use of concentration camps). Only a few scattered cells remained after World War II: the last large grouping was wiped out by Hellsing in 1997.

Majestic-12 – Created in 1947 in response to losing Delta Green, Majestic-12 was a SEELE front from the very beginning. Its primary purpose is as direct competition with the Foundation, sabotaging Foundation operations across the world, and it is responsible for several major security breaches and lost SCPs.

Marshall, Carter and Dark – A reclusive organization based out of London, operating as a high-class “club” of various rich and powerful individuals who deal in SCPs and other anomalous items. Connections to SEELE are suspected, but unproven.

NERV – Formerly GEHIRN, NERV is a SEELE front that focuses on the study of Angels and the Seeds of Life, even going as far as building their headquarters within the Lilithian Seed’s superstructure in the mid-2000s. NERV is in fact for the eventual downfall of SEELE, due to the efforts of Yui and Gendo Ikari.

ONI – The UCSC Office of Naval Intelligence. While officially an organization of public knowledge, the overwhelming majority of ONI’s projects are classified: these include the SPARTAN project, experiments into unshackled AI, post-human development plans, secret contact scenarios with various alien species, and various superweapon development plans.

Order of the Sword of St. Jerome – The Catholic church’s agency for dealing with paranormal threats, dating back to the mid fifth century. The Order maintains semi-autonomy within the Foundation, and serves as the main source of the Foundation’s clerical staff.

SEELE – An ancient power cabal seeking world domination and eventual godhood. SEELE itself only consists of a council of twelve members, the five most powerful of which form the Inner Committee. This council controls all of SEELE’s puppet organizations and funded-projects, which have included the Knights Templar, the Illuminati, Karotechia, Abstergo Corporation, GEHIRN, NERV, and the Seleção Initiative.

O5 EYES ONLY: SEELE’s very existence is only known to high-ranking staff within the Foundation. It’s not really O5 Eyes Only, but it’s not common knowledge.

The Warehouse – A descendant of an ancient pre-Foundation organization in ancient Macedonia, the Warehouse has always relocated to the most powerful civilization of the time, arguably so as to leech off of more powerful and competent institutions. It is now relegated to serving as the dusty attic of unwanted objects that no one bothers to throw away, as it has been since the time of the Byzantine Empire.

GM EYES ONLY: If for whatever reason you want to make the Warehouse secretly competent, there is always a chance that they’re containing something incredibly important.

Appendix 14: Angels

You can have a lot of freedom when using angels. They may be single individuals, they may be species, they may speak, they may not, they may go in this order, they may not. You might not even use these ones. Whatever.

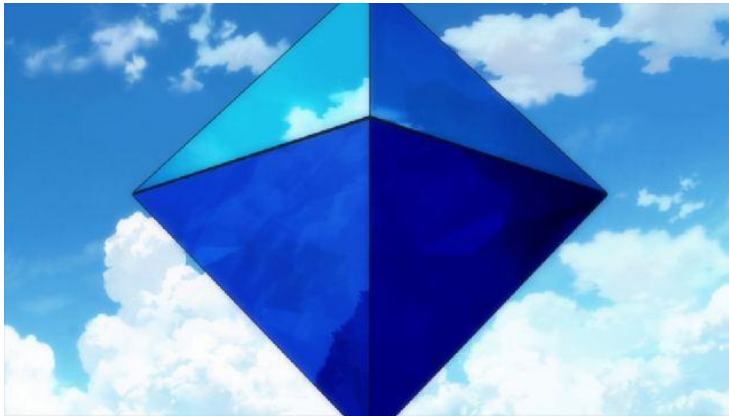
The Angels’ motivation was simple: reunite with Adam (who was being kept in a weakened embryonic state within NERV), and with this power prevent human instrumentality from taking place by destroying Lilith.

GM NOTE: Really, don’t even bother with Gaghiel and Matariel. They are literally garbage.

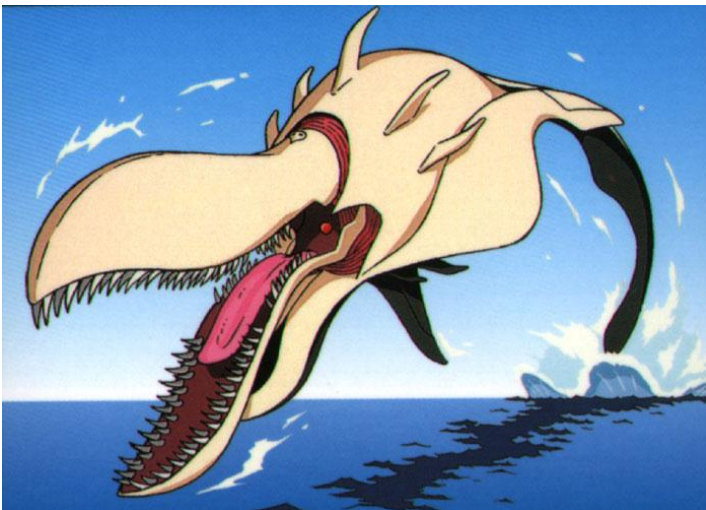


Sachiel – The first Angel to be encountered by humanity. Some remains of Sachiel were stuffed, mounted and then found their way into the closet of Rei Ayanami.

Shamshel – A gigantic queen insect, spawning swarms of weak Angelspawn in a constant stream. Considers itself royalty, whipping those spawn that get out of line and using the royal “we”. Sort of a prissy one.



Ramiel – Ramiel is purely reactionary, attacking anything of significant threat that comes within range. Remnants of Ramiel eventually fused with Mari “Illustrious” Makinami, granting her some of the original’s powers.



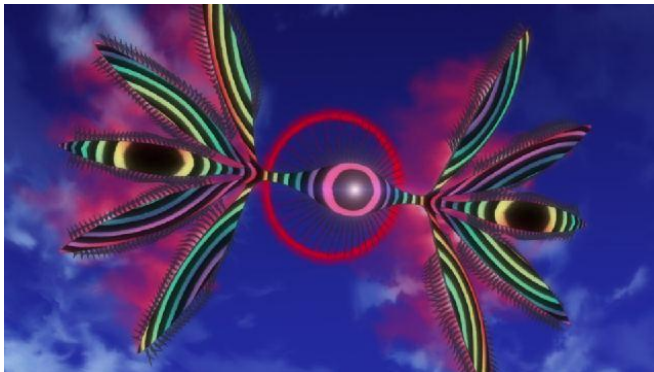
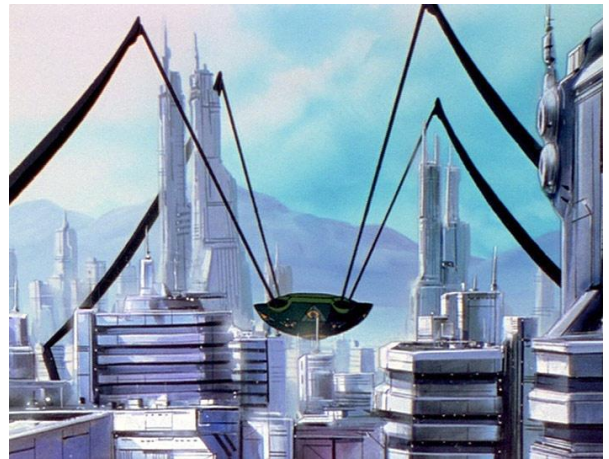
Gaghriel – A massive, oceanic Angel. After its death, the body was hauled to shore and used as food.

Israfel – Twin Angels, though of the weaker variety. They cannot be destroyed unless their cores are destroyed simultaneously. They seem to have a love of music and dance, explaining why they danced during their attack and overwrote all local radio broadcasts with music.

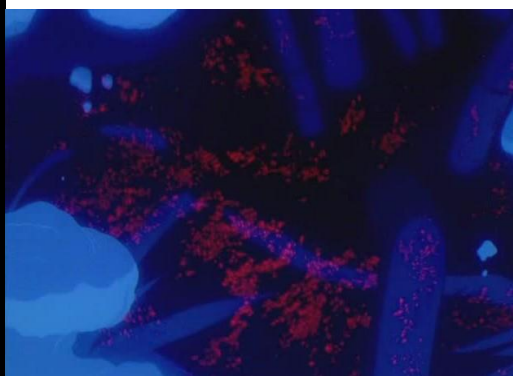


Sandalphon – Sandalphon was recovered from within the volcanic vent of Mt. Asama as an egg. During recovery it hatched and was then killed, though its remnants lived on as a Sandalphin. Being the youngest Angel and still of a relatively unmatured mind, the Spawn It “defected” to NERV, becoming a close friend of Pieter Sohryu and taking the name “Junior” (“Wuffles” to the Ree). Junior remained within the lower levels of NERV headquarters during Third Impact: its current whereabouts are unknown.

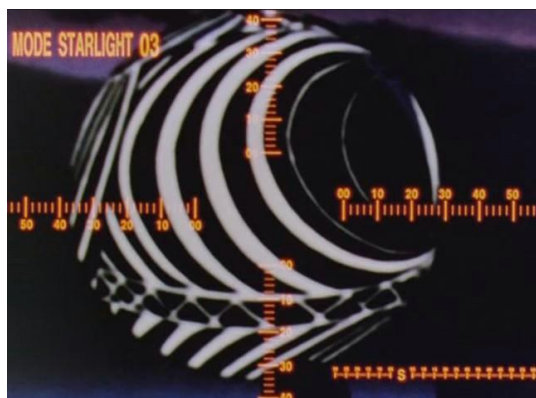
Matarael – Whoever thinks Matarael is worth putting in a game, raise your hand. Everyone with their hands raised can get out of this document.



Sahaquiel – A gigantic Angel that devoted considerable time to observing humanity from orbit by intercepting radio and satellite signals, as well as actual observation with its all-seeing-eye. Of course, this sent it into a spiraling depression, which ended in it simply giving up and dropping from orbit onto Tokyo-3 as an attempt to just end the mess.

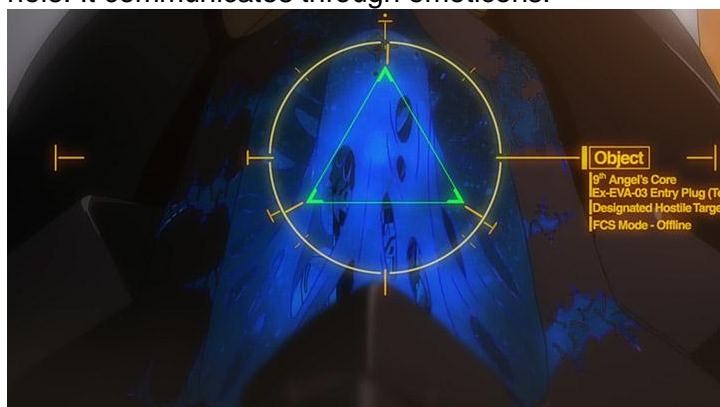


Iruel – An adaptive computer virus, capable of easily hacking into NERV's Magi supercomputers. Iruel is a noted sadist, even by other Angels, going out of its way to bring misery to any humans it comes across. Iruel remained in containment on NERV servers, effectively neutered after the Rees had their way with its VR settings.



Leliel – This Angel is a Domain within itself, known as the Dirac Sea. Leliel seemed to take an interest in humanity, attempting to contact the EVA pilots after taking them into the Dirac. Leliel survived through a single Angelspawn, known by NERV employees as Lilly, a baseball sized version of its parent with the mentality of a toddler and the abilities of a portable hole. It communicates through emoticons.

Bardiel – A fungus-like Angel, capable of taking over an Evangelion (canonically, this happens to Unit-03.) If allowed to grow to a suitable size, its full form will be revealed.





Zeruel – The only Angel to directly breach NERV headquarters through force alone, causes massive damage to Tokyo-3 in the process. Zeruel is extremely boastful and arrogant, though it can most certainly back up its bragging. Fragments of Zeruel's core and consciousness, though with minimal power, survived in NERV containment up to and past the Third Impact.

Arael – Arael has no combat abilities whatsoever. However, it is capable of peeling open someone's mind like a banana: its very presence forces the truth to be revealed, often with disastrous results on the observer's psyche. Arael serves as a sort of messenger on behalf of the Angels.

Arael has a unique verbal tic when communicating, as such:

"I am making [this (an {an explanation} offer) statement] a sentence."



Imagine this as if it is burning away the layers of its own words, revealing the truth.



Armisael – A glowing double helix. Armisael causes life to flourish in its presence (which makes it incredibly deadly to the pregnant or cancerous). Armisael is generally passive, and will only react to attacks.



Tabris – Appears in the form of a human, generally an adolescent male of a certain androgynous quality. Tabris is responsible for killing Dr. Breen immediately before the main Angel assault so as to cut off any Overwatch support, as well as inserting himself into the lives of the EVA pilots. This backfires, as he ends up refusing to resurrect Adam. He dies during Third Impact.

Appendix 15: Technological Advancement Tiers

These are just general illustrative guidelines, examples of appropriate civilizations will be given, rather than detailed descriptions of what each tier entails. These are totally optional, and simply illustrative.

- Tier 0: Pre-Agricultural** – Eosapiens
- Tier 1: Pre-Industrial** – Roman Empire
- Tier 2: Industrial** – To'ul'hs at contact
- Tier 3: Atomic** – Post WWII humanity
- Tier 4: Interplanetary / Augmented** – Humanity c. 2100
- Tier 5: Interstellar** – HPNA, Citadel Council
- Tier 6: Advanced Interstellar** – The Covenant, the Federation, Protheans
- Tier 7: Enlightened** – Chozo, luminoth
- Tier 8: Awakened** – Eliatropes, Eridians
- Tier 9: Superstructure** – Forerunners, magratheans. (Note, may overlap with or skip 7 & 8).
- Tier 10: Low Transapients**
- Tier 11: Minds, Mid-level Transapients**
- Tier 12: Angels**
- Tier 13: Archaliects, Seeds of Life**
- Tier 14: Valar, Anti-Spirals**
- Tier 15: Cosmic Entities**

For SCPs, use the following.

Paranormal Item – An item that requires no special containment procedures, and poses no danger of any kind.

Safe – An item that requires only simple containment procedures. This does not necessitate a lack of danger, only that the danger is easily avoided and controlled.

Euclid – An item of unpredictable nature, due to sapience or a lack of knowledge of its exact properties.

Keter – An item that requires extensive and active containment and is capable of causing massive damage to human life and civilization.

Appendix 16: Glossary

Handy terms for the unfamiliar.

- **Archaliect** – A transapient AI: an AI god
- **Terragen** – Life which may trace its origins back to Earth.
- **Neogen** – A lifeform or species created “whole cloth” by another. Neogenics bear no actual relation to any other species.
- **Clade** – A genetically unique descendant group derived from a common ancestor species.
- **Transapient** – An entity that has “ascended” beyond base sapience: a posthuman, for example.
- **Uplift** – A non-sapient or semi-sapient organism brought to full sapience through outside interference, or the act of doing so. The word provolve may also be used.
- **Sapient/Sophont** – A self-aware entity capable of speech and higher-order thinking.
- **Minds** – An AI of the second or third toposophic level.

Appendix 17: Odds and Ends

If you want to use it, go right ahead. They may or may not be true.

- Era 1
 - During the Crusades, there was a notorious group of six crusaders who went around in colorful armor, striking group poses and constantly trying to find new coats of arms.
 - The identities of the EVA pilots are up to you: Rei doesn’t have to be one. Of course, if you prefer canon Rei to Terrifying Rei, no one’s stopping you.
 - *Sweet Bro and Hella Jeff: The Movie* comes out in 2016.
 - Professor Membrane won the Nobel Prize in Physics in 1997. He proceeded to build a laser out of the medal.
 - There are rumors of an unnaturally large spider around Joplin, Missouri. The only evidence of its existence is a damaged audio recording circulating on the internet.
 - While Third Impact was contained within the Geofront, the place itself is now flooded with LCL. The lower levels of the facility are still sealed off, but many are stalked by those who “came back wrong” from Instrumentality.
 - Yui-Lilith may not have shut herself down after Third Impact, and is still down there in the depths of NERV.
 - Hong Kong declares itself an independent city-state in 1997, renaming itself Republic City.
- Era 2
 - Some in the American wastes claim seeing a...*thing* that looks like it has salad for its fingers.
 - **Adventure Seed** – Players are all Foundation agents during the fall. The site they work at has suffered a massive security breach. The job is simple: contain what you can, destroy the rest.
- Era 3
 - The Unitologists have an alien artifact in their possession: a Forerunner Codex Marker.

- **Adventure Seed** – Contact with a TITAN and its servant machines is made. What does it want? Is it going to nuke everyone?
- Era 4
 - Late in the War, there were records of planets conscripting children as young as twelve.
 - HALO Humpday consisted of three stages: the first was the complete destruction of any and all Flood controlled ships and orbital emplacements. The second was a continuous orbital bombardment and deployment of various nuclear, chemical and biological WMDs (including an antimatter bomb), followed by landing ground troops.
- Era 5
 - Everyone on the Spine knows the Bull-Head Merchants: Their ships are adorned with busts of their god.
 - An AI uprising on Caprica has driven the inhabitants to space. They desperately try to find Earth as their creations hunt them down.
 - The DomZ have begun invasions on numerous worlds in the Hilys Sector, using the Alpha Sections as their covert front.
 - **Adventure Seed** – The party happens upon a synthmorph who calls himself Quote. Boy, does he have a story for you guys.
 - Further inspiration for Era 5: Borderlands, Freeworld, Gears of War, Homeworld, Killzone, Supreme Commander
- Era 6
 - A terraforming nanoplague in the Notch has gone rogue.
 - A ship under the command of Captain Viridian is found stranded in slipspace.
 - The fal'Cie archaliects of Gran Pulse have been destroyed by an unknown force, spreading chaos through their sphere of influence.
- Era 7
 - On the planet of Arnok, the Dorfs dig away in their mountain fortresses.
 - The Eliacube may not be an Eliatrope invention, but instead they merely finished what others had started long before. Beyond that, it seems to have a mind of its own on occasion.
 - The Eliacube may have made stops beyond Micia between Duodecon and Holy Terra.