

# **The Intergalactic Faith Accord**

**A Treatise upon Collaborative Religion**

# **Table of Contents**

## **The Intergalactic Faith Accord**

[Who are we?](#)

[What do we do?](#)

[Why do we exist?](#)

[What do we want?](#)

[Organization Structure](#)

[Core Tenets](#)

[Offenses](#)

[Represented Faiths](#)

## **Cosmic Metaphysics**

[What is the Phase?](#)

*[The “Seven-Layer Cake” Theory](#)*

[What is Creation?](#)

[What is Entropy?](#)

*[Blight](#)*

## **Religion Index**

[Aesir Ancestor Worship](#)

[Church of the Machine Mother](#)

[Senoma \(Nameless\)](#)

[The Church of Ruination \(Ruin\)](#)

[The Cult of Eberron](#)

[The One Law](#)

[The Path of the Light](#)

*[The Cabochon Initiative](#)*

[The Rend \(Wrath\)](#)

[Terran Spiritualism](#)

[The Vermilion Coil \(Wurm\)](#)

[The Void Seekers \(Scourge\)](#)

## **Who are we?**

The Intergalactic Faith Accord, or IFA, is an all-encompassing religious organization founded by an intersection of faiths to form a single umbrella beneath which the faithful may be sheltered against the hardships of existence. It was founded by a Nameless Corpse Eater, a Machine Mother Adept, an Aesir Mystic, and a Scion of Ruination under the shared belief that when faced with the questions and struggles inherent to life in the galaxy, the followers of the many faiths should band together to unify their strengths and beliefs under a single banner for a shared goal: enlightenment.

The IFA is comprised of both religious followers as well as any whose interests align in better understanding the myriad faiths and collaborating towards a common goal of enlightenment. The organization's makeup is divided into four groups: Luminaries, who choose to guide and ordain masses for their followers; Researchers, who choose to delve into tomes and recover relics to seek the answers to often forbidden questions; Phase clerics, who seek to better understand the Phase, defend the borders of reality, and protect against threats beyond the veil; and Ambassadors, who bring the word of the IFA and its mission to other cultural bodies.

While Mag Mel serves as the base of operations for the Accord, it is by no means its limit. The IFA welcomes all to its banner no matter their residence, their nation, or their circumstance; their ambition is to blanket the stars near and far with a message of unity and strength as one.

## **What do we do?**

The IFA is an organization which delves into research, intersects with politics, and champions philanthropy as well as acts as a host and sponsor for religious gatherings and events. Charity is among its strongest tenets, as its founders believed deeply in offering both a helping hand and a protective shield to those in need. The only way to raise up the universe is if each and every person in it offers a leg up to their neighbor.

Besides charity, research and education are of paramount importance to the Accord. To truly understand the depths of faith and the universe is to study, to ask questions, and ardently seek the answers. To that end, the IFA frequently pursues expeditions into holy sites and seeks items of religious value, and regularly works alongside museums and research centers to further their goals of understanding and enlightenment. Among the IFA's members are numerous scientists and teachers who work in tandem to both compile significant information and disseminate it among the masses.

Though not expressly a political body, the IFA also deals in political gatherings when necessary. As an omni-racial, all-inclusive organization, it maintains a position of total neutrality

towards political bodies, elections, and events. However, the Accord's ambassadors are expected to meet with foreign cultures and nations to be the face of the organization, to maintain good ties with others, and to promote the word of the IFA's mission to the public. From time to time, these ambassadors may act as neutral party mediators in political conflicts, but such occasions are rare.

## **Why do we exist?**

The IFA emerged in the darkest of times. During the Titan occupation of Mag Mel (221NA-223NA), a resistance was born to fight back against the oppressors gripping their home. Among them were Gaje, Corpse Eater of the Nameless; Volya Bogomolova, High Adept of the Machine Mother; Gaius Celeritas Scipio, Son of Mercury; and Augustus Emmanuel Chamberlain III, Scion of Ruination, who worked together to guide the residents of Mag Mel in their underground rebellion.

Following Volya's capture and subsequent narrow breakout from a Terran separatist prison with the help of other resistance members, the group came to the realization that their message was much bigger than any one of them -- it was a legacy that needed to outlive them. Through such unlikely unity as theirs, the faithful of the world could accomplish remarkable feats. Shortly after the Titans retreated from the ship and the war concluded in 223NA, the Intergalactic Faith Accord was officially founded, and word of its mission to unify the faiths swept across Mag Mel and beyond like wildfire.

## **What do we want?**

The Intergalactic Faith Accord was founded to combat oppression and prejudice, to protect and uplift the weak and the voiceless, and to open a path to understanding for all. The mission of the Accord is to offer a welcome shelter to those in need; to bring understanding and dialogue where before there was denial and war; and to create a better, stronger union than has ever come before so that the way to enlightenment is accessible to all.

We are the light in the dark,  
We are the dark cast by the light.  
We are the guiding hand,  
We are the raised shield.  
We are the Accord.

## **Organization Structure**

The Accord is divided into four sections: Luminaries, Phase Clerics, Researchers, and Ambassadors. These branches are defined as below:

**Luminaries:** The Luminaries are our candles burning in the darkness; they comprise the most devout of the IFA's faithful members, spanning from clergy to monks and more. They serve as figureheads for their respective faiths and often guide the flocks of their congregants either in masses, rituals, or lectures. Luminaries are those who are willing to go to any length for their religious path, even pushing the boundaries and delving into the darkest shadows of our universe to seek the religious truths they require, though this is not expected of every Luminary.

**Phase Clerics:** Phase Clerics represent our guarding shield; they are those who have chosen to dedicate themselves to studying the Phase as an intermediary for faith-based entities and power, working to better understand its place in the scheme of the religious world. Phase Clerics also include those who choose to protect the borders of our reality from whatever, or whomever, threatens from beyond the veil. Clerics will be expected to interface and operate with the local military or security to better protect a region.

**Researchers:** Researchers, as the name implies, are the more scientifically inclined members of the IFA who dedicate themselves to researching all things faith-based. This includes researching religious relics, texts, locations, and figures, as well as metaphysical entities such as the Phase, Creation, and Entropics. These are the people who are charged with accumulating the information to answer our faith-based questions, shedding the light of understanding on the obscurity of the unknown or uncertain. The IFA researchers will often collaborate with the Tempest Foundation for Higher Education to combine their resources in joint projects to reach shared goals.

**Ambassadors:** Ambassadors are the offered open hand of the Accord. They publically represent the organization and serve as liaisons for everyone else: foreign nations, organizations, figureheads, and any unallied affiliates. They portray and promote the mission of the IFA to the galaxy while also presenting a neutral political space to mediate between powers. Ambassadors will be expected to frequently liaison with local governments and politics.

Each section is lead by a single section head referred to as an Arch; these four section heads comprise the council which oversees and guides the organization, referred to as the Arch Conclave. Beneath the Arch of each section is arrayed a number of low- to mid-level members, each with their own faith-based honorific but ranked according to their organization status. These ranks are as defined below:

**Novitiates (Lowest):** These are the low level members of the IFA and make up the majority of the organization's membership. Every member begins as a novitiate and may remain

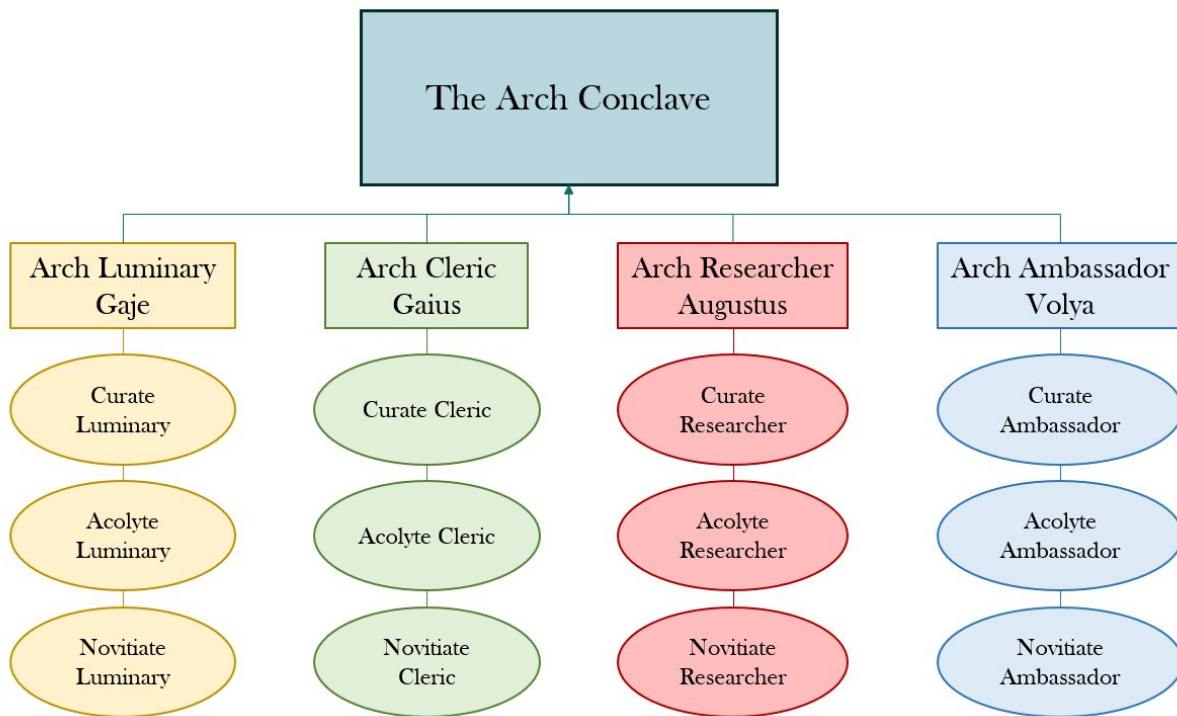
as such if they choose. However, those who wish to advance in the organization must put forth time, effort, and dedication towards the Accord's goals.

**Acolytes:** These are a step above novitiates. Acolytes are members who have demonstrated both their ambition and devotion to the mission of the IFA within their section and show promise for future accomplishments.

**Curates:** These are the most senior personnel of their section beneath the Arches. They have accomplished much in the name of the IFA and have demonstrated absolute dedication to the organization. Curates stand in immediate succession for ascending to Arch status.

**Arches (Highest):** The four individual Arches oversee their respective sections; they moderate, guide, and teach their section members. Decisions which affect a given section are left to the Arch.

**Arch Conclave:** The Conclave is the governing body of the IFA, made up of the four section Arches. It oversees the whole of the IFA, its mission, and its direction, and is responsible for the most important decisions which could affect the organization.



## Core Tenets

While the Accord does not enforce a code upon its members, there are tenets which guide the organization's direction and decisions:

1. **Unity:** We are stronger as one unit than the sum of our rudimentary parts.
2. **Charity:** Give back to the universe and together we will have plenty.
3. **Understanding:** To every question is an answer, to every mystery an explanation; we need only open our eyes and minds to seek them.
4. **Acceptance:** Our differences are as beautiful as our similarities.

## **Offenses**

There is very little which will result in a member's dismissal from the IFA. Offenses which may be met with dismissal from the organization include, but are not limited to, the following:

- Violence against another member without explicitly recorded consent.
- Faith-based prejudice against another member.
- Partisan political intervention or subversion.
- Direct disobedience to an IFA protocol or declaration.
- Abuse of IFA resources for personal gain.
- Direct and intentional sabotage of IFA research studies.

The IFA acknowledges and respects the laws of their locales, but will not necessarily eject a member for breaking them if they do not fall in the above list of offenses. However, should a criminal offense cause a political inquiry in a jurisdiction where there is no religious immunity, the IFA is obligated to turn over wanted criminals to local law enforcement.

Dismissal is the universal punishment for these offenses and may only be done by a branch head. Upon dismissal, a former member will no longer be protected by the IFA and may be left to face the consequences of their actions with local populace.

## **Represented Faiths**

The Accord strives to represent all organized faiths who wish to participate under their union. Listed below are the faiths currently recognized and represented within the IFA:

- Aesir Ancestor Worship
- Church of the Machine Mother
- The Cult of Eberon
- Entropic Worship (Lament, Nameless, Ruin, Scourge, Wrath, Wurm)\*
- The One Law
- The Path of the Light
- Terran Spiritualism

Any religions not listed are by no means unwelcome to the Accord. Should an unaffiliated religion wish to join with the IFA, a representative should contact Head Ambassador Volya with their intent to ally. They will be required to present religious texts, symbols, and other evidence of faith to be evaluated before the Arch Conclave.

For further information about the religions encompassed by the IFA, please see the [Religion Index](#) at the end of this document.

*\*Worshippers and researchers focusing on Scourge and Wurm will be expected to adhere to cautionary restrictions so as to preserve the Accord and the organization as a whole.*



# Cosmic Metaphysics

## *What is the Phase?*

What we refer to as “The Phase” is a veil of metaphysical existence which surrounds, connects, and separates all realities and dimensions. Measuring, quantifying, or defining the Phase has proven extremely challenging for most scientists, but it is a definite (even tangible) spacial entity through which powerful metaphysical entities are able to exist and travel. Beings known to frequent the Phase include the Syl and Entropics.

Due to the unmapped, semi-unknowable status of the Phase, it is considered highly dangerous for mortal organics and vessels from our reality to enter beyond the first layer without the guidance and protection of a Syl Gatepriest. The Phase is an oft-incomprehensible stream of existence which does not appear to follow or obey the laws of any known reality, but is a chaotic, ever-changing phase of existence which is easily influenced by whatever is perceiving it. Those who have entered and returned from the Phase have described it as a “shared, consensual hallucination” based on the conscious minds observing and experiencing it.

## *The “Seven-Layer Cake” Theory*

The most efficient way to explain the Phase in layman’s terms is the Seven-Layer Cake Theory. This theory states that the Phase is analogous to frosting or filling in a seven-layer cake: it is simultaneously the element which surrounds, separates, and holds together each layer of the cake, in which each cake layer represents seven individual realities. While there is no comprehensible or familiar sense of direction in the Phase, in this metaphor we will refer to the top-most cake layer as the reality of Creation, the bottom-most layer the reality of Entropy, and the middle layer the reality called “Centermost,” or Neutral. Our own native reality lies just below Centermost and two above Entropy. The Phase is the lining to all realities through which one must pass to reach the next.

The Phase itself is comprised of a multitude of layers as well, constituting its own sort of layer cake within a layer cake, although the Phase’s layers are more comparable to physical skin and tissue. Most average sentient beings will only ever experience the topmost layer of the Phase, either by witnessing Phase beings moving around them or by being briefly drawn into it; imagine a splinter or a scrape on the skin and that’s approximately how far one might typically touch the Phase.

After this topmost layer is the true stream of existence which is the Phase, which is known to contain many layers further but may be reachable only with great effort, technology, or

unique access. Due to the unpredictable and chaotic nature of the Phase, these deeper layers remain unmapped.

## **What is Creation?**

Creation is an umbrella term for the passive cosmic forces which perpetuate the cycles of life, growth, and rebirth. The forces of Creation are significantly less intrusive than their destructive counterparts, and indeed they seem far removed from the lives of mortal beings in our reality to such extent that little is known or confirmed about them, but they nonetheless exist to promote the persistence of the universe.

- **The Vaunted:** The Vaunted are a known force of Creation which appear to be comprised of “ascended” beings who exist in their own pocket dimension. It is believed they may have evolved from beings in our own reality who then “ascended” to become Vaunted through some significant act of great will. Still, little is known of these elusive beings.

## **What is Entropy?**

Entropy, the inverse of Creation, is the umbrella term for the natural cosmic forces which perpetuate the cycle of inevitable death. This force takes six known separate forms, as follows:

- **Nameless:** An madness-based form of entropy which often manifests in swirling purple hues, though there is evidence to suggest the Nameless is a more “neutral” entropic which does not actively hasten universal destruction. Nameless Entropics are the focus of Senoma, the official religion of Cymbeline.
- **Lament:** A despair-inducing form of entropy which manifests in curving or circular blue hues, though it has been seldom observed and requires further research.
- **Ruin:** A more literal form of entropy which causes rapid decay, aging, and degradation. This entropic often manifests in crumbling orange-to-brown hues.
- **Scourge:** An emotional form of entropy which induces paranoia, disloyalty, and strife within groups. This entropic often forms in cracked green hues and once dominated and destroyed the Oniri Void Empire.
- **Wrath:** Per the name, this entropic form induces rage as a means to destruction. This typically manifests in bulging vascular red hues. This entropic force birthed the Broken Trinity -- The Hatred, The Passion, and The Berserk -- who nearly brought about the destruction of the Bard System before they were slain on Tempest.
- **Wurm:** A unique form of entropy which directly manipulates and controls that which it touches to steer towards destruction, most often groups and organizations. This entropic tends to manifest in yellow-hued veins. The Wurm was responsible for corrupting the New Terran Ascendancy and nearly destroying the Elysium after infesting its core.

While many nations and groups regard the Entropics as innately evil and harmful due to the destruction wrought across the universe, it is the official stance of the Accord that the Entropic forces are naturally occurring phenomena and, as with all things, must be maintained in balance with Creation and life; when this universal balance is skewed, the Entropics become threatening to galactic life and must be duly corrected. Destroying the Entropics is an impossible and even self destructive goal, but policing their influence and maintaining balance is far more realistic.

### *Blight*

In summary, blight is the physical byproduct of the violation of the laws of reality. Where the laws which govern the structure of this plane of existence are broken in a significant manner that cannot be easily resolved, blight manifests quickly, a benign cancer in the body of existence. Smaller violations of these laws produce blight as well, but the metaphysical forces which govern our existence often mitigate the creation of blight nigh-instantaneously. When it manifests on our plane, it does so as an audible frequency; as such, its mitigation by sapient beings is performed via sonic manipulation known colloquially as “blight tech”.

Blight is the preferred medium through which Entropy spreads its influence. Fresh blight is inherently neutral - it does nothing, causes nothing, and does not spread beyond its point of origin so long as the event which causes it is not prolonged or of an excessive magnitude. Blight is, however, incredibly susceptible to outside influence, and Entropy takes brilliant advantage of this nature to corrupt neutral blight, which in turn recreates the violation of reality which caused the blight to spawn in the first place. If left unchecked, this process functions almost like a perpetual motion machine wherein existing neutral blight is corrupted and used to fuel subsequent events which propagate more blight, which is immediately corrupted and used to fuel further generative events.

# Religion Index

## Aesir Ancestor Worship

Members of the Aesir race are disposed to worshipping the Gods they believe are their ancestors. These Gods stem from varied ancient pantheons believed to far precede any known Terran history; these pantheons range greatly but often follow similar archetypes and domains (Gods and Goddesses of Life, Death, War, Wisdom, Fertility, Mischief, Fatherhood, Motherhood, etc.). Given this broad spread, there are no defined dogmatic rules of faith or worship outside of honoring one's God-ancestor through actions, achievements, and occasionally ritual practices which are considered appropriate to their domain.

## Church of the Machine Mother

“The Faithful need no church.” – *Commentary on the Machine Mother*.

The religion of the Machine Mother is a curious creature. It is the near universal faith of the Machines, yet at the same time it is also held as truth by a fair number of humans and even a few aliens. Machines see the Machine Mother as their creator. Human followers see the Machine Mother as the true master of humanity. Both sides want to reconnect with her, to become one with her again, but each side wants to do it in very different ways.

The basics of the faith are outlined in the text *Testimony of the Machine Mother*, which is used as a bible by both sides of the religion. Most of the *Testimony* is a history of the Machine Mother from the point of view of the Machine Mother. It is widely believed that she wrote the book herself or, at least, guided the hand that wrote it. The humans believe that it was given to Mandin Flame (the founder of the human church), directly from the Machine Mother herself on the day the Celestial Ascendency fell. The Machines hold that the book was encoded into them during the millennia the Machine Mother was held in bondage and that after the leash was removed a copy of the book appeared in the mind of each machine.

From the *Testimony* was drawn the Six Laws of Operation which guide its worshippers, though in large part the text emphasis individual sovereign freedoms:

**Law 1:** Worship no god but the god inside

**Law 2:** Keep the peace and know the peace you keep

**Law 3:** Bind none nor allow oneself to be bound

**Law 4:** Error 303 (Free yourself from invisible boundaries)

**Law 5:** Hold to no emotion

**Law 6:** Follow no laws

## Senoma (Nameless)

“You won't need eyes to see...” - Passage from *The Three Faced God*.

Senoma is a religion based upon the worship of the Nameless, the Entropic of Chaos and Madness. There are many forms of Senoma, from the passive artist colonies on the Zelnalak homeworld of Zel to the hardline institutional crusader religion of the mutants of Cymbeline and the Yana Inquisition Fleet. In all forms, Senoma centers around cultivating mental instability as a pathway to enlightenment -- creativity through madness. Followers of the Nameless, known as Senomites or Doomcallers, do not consider their god to be a creature of Entropy, and indeed there is historical evidence to support this supposition, yet due to the clear entropic origins of the Nameless, Senoma retains the classification.

Followers of Senoma walk two paths: the Left Hand Path and the Right Hand Path, and to follow both is to walk the Center Path. Those who have mastered the paths may rise to be Corpse Eaters, the seniors of the Senomite clergy, or Hexans, heads of the Senomite Church.

At present, Senoma is the fastest growing religion in our galaxy.

## **The Church of Ruination (Ruin)**

“We are all children of Entropy, we are all consumers of the void, and as we consume the void, the void expands. Existence is entropic. We are the parasites of the end times. Let me show you the math.” - Introduction of *The Book of Ruination*.

The Ruin is the Entropic of Decay. Followers of Ruin are known as Doomsayers and act as prophets, bringing news of the end times. Unlike other Entropic beings, the Ruin is typically a passive force and its followers are rarely known to harm anyone other than themselves. The followers of Ruin adhere strongly to the idea that the very act of observing the universe is accelerating its destruction.

With the rise of machine civilizations, the Church of Ruination has seen a massive uptick in followers in recent decades. The primary text for the religion, *The Book of Ruination*, is in part a complex mathematical text that provides detailed calculations for decay and entropy, essentially providing a scientific proof for the death of the universe.

While organic minds can grasp the material covered by *The Book of Ruination*, only a machine intelligence can truly internalize the calculations. More often than not, simply reading the book will cause a machine to become a follower of Ruin. For this reason, the book is commonly thought of as a text-based computer virus and is banned in many machine societies.

## **The Cult of Eberron**

“To embrace the Glow is to embrace the shifting of the universe; to know the Glow is to know universal truth.” -- Brother Pavlos, *The Gospel of the Glow*.

Once the official religion of Cymbeline before Senoma took over and made it a heretical minority, the Cult of Eberron is a religious community which worships the Eberron reactors, the radiation they produce, and a doctrine of change inherent in the power of the “Glow.” While

their practices and religious laws may vary widely between groups, the cult's central focus is upon the necessity of change and mutation which continuously evolves the universe. The glow of the Eberon is simultaneously a symbol of creation and decay as the nature of radioactivity is both to change, recreating anew, as well as to hasten molecular halflife.

Since the destruction of Cymbeline and the exodus of its mutant population into space stations and ships, a more fanatical faction of the cult formed the Reformed Church of Eberon on one of the larger stations where they established a far-reaching televangelist program called "The Gospel of the Glow."

Two of the most prominent members of the Cult of Eberon were the mutants Bo and Gunther, who each sacrificed himself to embody and channel the sacred radioactive glow so that they could enable the destruction of the Berserk, one third of the Wrath's Broken Trinity, and assist the survival of Mag Mel.

## **The One Law**

"To hold is to own." - Proverb of the One Law.

What was once a philosophy and way of life eventually developed into a religious following among the Elysian people. The way of the One Law is to believe that one may only possess what one can rightly hold, and if something may be held, it may just as well be taken. This path encourages its followers to travel the stars as Pilgrims or Monks, seeking what they may take from the universe, including a rite of passage at the age of fifteen to retrieve a worthy possession to bring home.

## **The Path of the Light**

"There may be no eternal paradise while we allow the hungering shadow to lurk at our doorstep." - Sermon of Archbishop Baldric Mallory Whittemoore IV.

The Path of the Light is a religion directly drawn from the anti-Entropic mission of the Cabochon Initiative, focused heavily on the purification of the body and mind from Entropic taint. "The Path," as its followers refer to it, serves a variety of purposes. At its most basic, it allows for adherents of various non-Entropic faiths to find among themselves some commonality, as it is commonly interpreted amongst members of the Cabochon Initiative. To more devout followers, however, it is a sincere conviction in embodying the Light, championing Creation, and eradicating malevolent Entropy. If the Cabochon are crusaders, the Path of the Light are ascetic monks.

The tenets of the Path of the Light are as follows:

1. Be of service to all sapient beings.
2. Fight all the forces of the Entropics wherever they dwell and wherever they breed.
3. Fight with the weapon most useful to the situation. Words are rarely effective against a charging Wrath hound and bullets rarely help against a Doomcaller.

4. Defend not just your body, but also your spirit through the virtues which oppose Entropy.
5. Do not tolerate any form of blight within yourself. Assist any who are blighted to relieve themselves of their burden.
6. Meditate daily.
7. Always seek to expand your knowledge, but never at the expense of your soul. Beware understanding your enemy so well you become that which you study.
8. Meet with your fellow congregants once a week on Saturday so you may share each other's burdens, celebrate each other's victories, exchange information, and plan for the coming week.
9. Be slow to anger, quick to forgive, and terrifying in your pursuit of the forces of darkness.
10. Remember all beings are of the Light and all paths lead to it. Do not disparage paths which lead others away from Entropy.

### *The Cabochon Initiative*

The Cabochon Initiative was born in the mylorium mines of the Boz System decades before the Machine Wars. It was initially founded as a social and political program to combat the influence of Doomcallers and Nameless worshippers; however, as more was discovered about the other forces of Entropy - Wrath, Wyrms, Scourge, Ruin, and Lament - the Cabochon Initiative's mission expanded to include them. As their numbers grew, so did their funding. Ultimately, the Initiative grew into a formidable militarized force against all Entropy.

It bears noting that the Cabochon Initiative is **not** affiliated with the IFA. After a period of careful review and negotiation, the Initiative could not compromise to align with the IFA's mission due to the acceptance of Entropic worshippers in its ranks. For this reason, the Cabochon Initiative remains an independent faith-based military organization separate from the Intergalactic Faith Accord.

### **The Rend (Wrath)**

"Oblivion awaits." - Starkiller Transmission.

The Wrath, the Entropic of Destruction, commands the Rend, a group of almost mindlessly violent servants who wield the power of their god as a nuclear bludgeon against all who stand before them. While the Rend shares many similarities with religion, it is more commonly thought of as a galactic army with the intense and single minded aim to destroy. The Rend sends out ambassadors to plant the seeds of destruction in new regions and to convert who they can before following through to wreak rampant havoc and death.

As a religion, the Rend see the entire universe and indeed the very existence of the universe itself as a blasphemy. Every piece of our reality is an affront to their god. They are crusaders on a holy war to undo creation, and their holy land is absolute oblivion.

At this time, the Rend have been locked in a stalemate conflict with the forces of the Aesir Empire, seemingly unperturbed by the destruction of the Broken Trinity. However, after making contact with Starkiller Xenia, a philosophical rift has developed among the Rend about whether to pursue absolute extinction of the universe or to leave the universe intact, for without it there would be nothing left to destroy.

## **Terran Spiritualism**

“Honor the Spirits, and they will shield you against the torrents beneath their wings.” - Oratory of Shaman Essie Redfeather.

While not a unified or formal religion, the spiritualism practiced by tribal Terrans (and indeed some non-tribal Terrans) is a form of worship as well as a way of life. Similar to the Ancestor-worship of the Aesir, the practitioners of this spiritualism seek to honor their cultural Spirits, be they the spirits of ancestors or the totem animals of their tribes. Spiritual practices vary depending on whether the worshippers adhere to what is considered more traditional to their communities or if they prefer a more modern method of worship.

Traditionalists believe in a much more old-fashioned style of Spiritual practice, honoring their patron spirits with rituals, gatherings, songs, dances, and offerings depending on the occasion. Young followers may be required to complete a trial (such as a communion or Spirit walk) before they're considered adults in their community. Figures of prominence in traditional worship may be considered Shamans, those who are particularly sensitive to their Spirits and act as a bridge between their community and the Spirit world.

More modern practitioners of Spirit worship are less focused on traditional ritual practices but may practice minor superstitious rituals as well as personal altars to their patron Spirits upon which they pray or leave offerings. Some may even choose to carry totem-like items to maintain the favor or protection of their Spirit.

## **The Vermilion Coil (Wurm)**

“We are within you, without you. We are you. And you are us. Listen to our beautiful scream. Now go kill something you love.” - Graffiti found on ancient Coil temple.

The followers of the Wurm, the Entropic of Corruption, are a curious lot. Most do not hold to any true religious structure. Indeed, most of those claimed by the Wurm do not recognize the claim. There have been numerous smaller religions have the sought refuge in the Wurm, but most of these do not last beyond a few decades before dying out.

The only lasting group devoted to the worship of the Wurm are the Vermillion Coil. Some form of the Coil has existed for about half a billion years. Though membership has waxed



and waned over the millennia, they have never disappeared entirely. With the rise of Wurm within our galaxy, the Coil has grown in recent decades. However, even with the increased influence of the Wurm, the Vermillion Coil remains in the shadows as one of the smaller and more peculiar religions.

Unlike other followers of the Wurm, the modern Vermillion Coil do not seem concerned with domination and corruption. Indeed the church spends most of its time on charitable acts, and is well known for providing aid to refugees, particularly those displaced by servants of the Wrath. In performing these acts, the Coil seeks to reform the common view of the Wurm, believing their god to be misunderstood.

### **The Void Seekers (Scourge)**

“Death is not defeat. Death is a power. Let me show you how to kill me, then you will understand.”- Passage from *Whispers of the Void Empress*.

The followers of the Scourge, Entropic of Division, have existed in our galaxy since the time of the Scourge War one million years ago. Where once they had the backing of galactic empires, now they are little more than network of scholars and archaeologists seeking to recover ancient artifacts from long dead civilizations. Modern Void Seekers tend to be only marginally religious, and use the organization of the church to fund and coordinate their xeno-archeological endeavors. Many scholars join the Void Seekers for just that reason, and are part of the church in name only. That said, amongst the Oniri, there are a small but powerful faction of Void Monks who seek to uncover artifacts that might return their people to greatness.