



Encyclopedia of Immortality



Forward

I can see you have the gift. You've worked extremely hard to get this far and should be proud of yourself. But, just as a ship can only follow a course set by the captain you were restricted by fate. Do to events beyond your control you lacked the ability to see the path to your full potential – until now. With this book in hand you will bring about change, even metamorphosis. Finally, you will achieve all you've ever dreamed of and more. You WILL achieve more than you ever thought possible!

I like to think of this work as being the product of all the hopes and dreams of role-playing fanatics everywhere. It hasn't been easy to walk the fine line between satisfying the player's imaginations and maintaining the balance built-in to most quality gaming products. There was a time of hopelessness when it didn't seem as though the project could be seen through; a time of vast emptiness when it seemed it would be unattainable to accomplish the impossible within a strict set of rules. The obstacles seemed insurmountable. But thanks to the players there was inspiration all over the world rousing me to summon forth that creative spark. Repeatedly the project became an obsession again and again until finally destiny was fulfilled.

The agonizing calm before the storm is over, I believe this final work to be the product everyone was looking for! This generic adventure gaming supplement is compatible with any role-playing game engine. You just add the game mechanic. It's that simple. Each adventure module is a test of power, ability, skill, sensitivities, and principles. The adventure gaming supplement has been play-tested with GURPS, Palladium Books, West End Games, and Dungeons and Dragons role playing products. Four out of Five play-testers surveyed prefer The Encyclopedia of Immortality to any other adventure gaming supplement.

Dan Mustaine

note: GURPS, Palladium Books, West End Games, and Dungeons and Dragons are registered trademarks.



The God

It is said, *“If you can build something up out of your theories or beliefs you are the God of that which you have created.”* Anonymous

The Cosmological Order and Scheme of Everything:

In a place beyond our ordinary reckoning of time and space there existed a vast instinct that developed a consciousness that contemplated a perfect universe based solely on mathematics - itself a perfect language. In the first incarnation every combination of possible states of existence for the universe existed simultaneously in the consciousness. In the end of times in each perfect universe a rag-tag hodgepodge of civilizations lived in their artificial satellites struggling to survive. They subsisted off a beam of light created by electromagnetic turbines and reflected off giant mirrors. Their habitats orbited a massive drain down which all matter flowed and in which nothing existed for as each photon from which the matter was created reached zero Kelvin it ceased to exist, or disintegrated. With this awareness, the consciousness chose this perfect universe and called it reality and it segmented from itself every bit of knowledge relating to the creation and destruction of the universe and created the God of Disintegration-reintegration. The God of Disintegration-reintegration would maintain the perfect reality, preventing the foreseen apocalypse. One instance of the infinite permutations and combinations of the perfect universe was chosen such that a race of beings could exist in virtual paradises to embody the consciousness' and experience the cosmos. The God of Disintegration-reintegration used quantum loophole theory to gather each infinitely dense and dimensionless photon completely devoid of energy and reintegrate it with the proper radiance, spin, and path into the perpetual universe. This God made his point in the universe with a wormhole transferring the photons from the end of the previous age to the beginning of the new age in a harmonic progression, repopulating the universe on the fly. In this universe all things 'real' exist and thus it is called reality. The all encompassing ambience of the reality was a beautiful orchestration.

To experience this beautiful reality the consciousness segmented everything it knew of sensitivity, feelings, and emotion and created a Goddess. The Goddess of Sensitivity decided what was pleasurable and what was painful.

The remaining conscious was a consciousness of principles and itself formed into a God. The God of Principle would decide what was proper.

To perform the tasks of the God of Principle and the Goddess of Sensitivity the Gods and Goddesses of Necessity were formed.

Together the Gods and Goddesses came up with a plan of what to do, how to do it, and how to measure their progress. Everything for the Gods and Goddesses to do was categorized into the categorical imperatives and the Gods and Goddesses of Necessity were to govern over each. Each God and Goddess was equipped with their next creation, a Gumpt-ion drive capable under the proper conditions through sheer strength of will to project their consciousness' onto the reality. Bodies were to be evolved based on the laws of the reality so their consciousness' could get the better of them.

In time and according to plan beings would evolve with physical bodies capable of sustaining the Gods' and Goddesses' consciousness' and performing to each One's satisfaction. Thus, the Heroes of reality were to be born.

To aid the Heroes, all-powerful artifacts of immense energies which by virtue allow matter to affect changes in other matter would be provided by the Gods. Each Artifact was to be the Celestial Fire to light the Hero's way along the path to embrace their destiny.

What happens next remains to be told...