

# The Haakkainen Musings

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## Foreword

Thank you for taking the time to view this document. The following is essentially a collection of extrapolations and ideas gathered over the author's time in EVE. The subjects covered are varied but all tie into the theme of exploring the mysteries of the New Eden cluster, past, present, and future.

It has become an on-going work with edits, additions, and contributions being made over time. It displays little of the "finish" one gets with a final product because it is (and may forever be) a work in progress. You can expect errors, poor wording, and grammar that would make a grown man cry along with unnecessary repeats and contradictions.

The goal has been to release this collected content to the community rather than to present some perfected product. Theories are kept short and suggestive with the hope of prompting further thought rather than insisting on any one person's views or following a single idea too far to the detriment of others.

There are few definitive answers here. Those remain for CCP to give or for us to discover. Being focused on mystery this is not a list of what is known, nor is it a presentation to convince the reader. Instead the authors hope is that it prompts additional thought on matters others hadn't considered, which may improve its content, and provides enough evidence to begin a consensus amongst the community on certain points, moving things along.

The document assumes a familiarity with the subject matter. Sources are provided but the author recommends the reader be familiar with at least the following:

<http://wiki.eveonline.com/en/wiki/Timeline>

<http://wiki.eveonline.com/en/wiki/Jove>

<http://wiki.eveonline.com/en/wiki/Modifiers>

<http://wiki.eveonline.com/en/wiki/Statics>

[http://dl.eve-files.com/media/corp/jowen/Jowen\\_went\\_to\\_whiskey\\_space.pdf](http://dl.eve-files.com/media/corp/jowen/Jowen_went_to_whiskey_space.pdf)

[http://wiki.eveonline.com/en/wiki/Nation\\_war\\_of\\_resurgence](http://wiki.eveonline.com/en/wiki/Nation_war_of_resurgence)

## Contributors

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# Jovians

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## Associations

### Roman

Jupiter was the principal god of Roman mythology. The name originates from "O Father Sky-God", or "O Father Day-God". He was the patron deity of Rome and ruled over laws and social order. Beginning as a sky-god, war and victory were later added and attributed to him. Romans believed that Jove presided over cosmic Justice, and swore by Jove in law courts to witness the oath. <sup>[1]</sup>

### Greek

The astronomical symbol for the planet is a stylized representation of the god's lightning bolt. The original Greek deity, Zeus, adopted by Romans, supplies the root *zeno-*, used to form some Jupiter-related words, such as *zenographic*. Zeus was king of the gods and the god of sky, thunder, lightning, law, order, and justice. <sup>[1]</sup>

### Norse

Thor is associated with the planet Jupiter in Germanic mythology. Thor is a hammer-wielding god associated with thunder, lightning, storms, oak trees, strength, destruction, fertility, healing, and the protection of mankind. He was the son of Odin. <sup>[1]</sup>

### Hindu

Hindu astrologers named the planet after Brihaspati, the religious teacher of the gods, and often called it "Guru". <sup>[1]</sup>

### Jovial

"Jovial" was originally used to describe people born under the lucky planet of Jupiter, which was believed to make them jolly, optimistic, and buoyant in temperament. As such, the name Jovians seems to mock the symptoms of the Jovian Disease. <sup>[1]</sup>

See also: Mesopotamian Religion

# Jovian Disease

## Effects

The Jovian Disease is said to cause a depression so deep and serious that the victim loses the will to live and death results within a few days or weeks and is said to keep the Jovians in a reproductive straightjacket.<sup>[1]</sup> Fetus tubes have been the Jovian way of reproduction for many millennia,<sup>[1]</sup> their inability to naturally reproduce may be part of the deliberate alterations they have made over the years, a solution to a symptom of the disease, or an attempt at eugenics to lessen its impact.

The emotions caused by the Jovian Disease may be the result of neurodegeneration. If so it would be progressive meaning the severity would increase over time, possibly displaying a variety of symptoms.<sup>[2]</sup> This seems likely as Jovians displaying signs of the disease were left behind when the first Jovian empire was evacuated rather than only confirmed cases.<sup>[3]</sup>

The symptoms seem to be accelerated by "living on the edge".<sup>[4]</sup> Living on the edge is defined as being in a state of keen excitement, as from danger or risk. It is possible that being exposed to emotion inducing situations is the cause of the acceleration. This lifestyle may be why male Modifiers are prone to manic depression, though it is also possible that their susceptibility to the disease causes both the unusual lifestyle and the male's manic depression.<sup>[4]</sup>



Admiral Ouria was said to be suffering from the Jovian Disease yet he seemed angered rather than depressed. Further he was active for months after the declaration outliving the days or weeks expected.<sup>[5]</sup><sup>[6]</sup> Unless Ouria was falsely diagnosed this implies that the disease can be expressed in forms of emotion other than sorrow. This may be limited to negative emotions which would tie in with the intended function of the Jovian Book of Emptiness.<sup>[7]</sup>

If the Jovian disease can produce negative emotions other than sorrow this may have been the reason for the evacuation of the second empire. Referred to at the time as an epidemic, large numbers of Jovians expressing negative emotions could lead to rioting, general disorder, acts of violence, and potentially civil war.<sup>[3]</sup>

## Origin

The Jovian Disease emerged in the Shrouded Days, described as a "momentary social eclipse" where government control over genetic alterations was lost for a few generations.<sup>[1]</sup> An old Jovian poem states: "With outstretched hands we tried, To touch the face of perfection, But we came too close, To that which is not due mortals, And our punishment is our curse, Our endless sorrow."<sup>[8]</sup> The poem, which mentions the Jovian's infinite reach and incontestable power, seems to refer to the first Jovian empire and implies that they somehow overreached and brought the disease upon themselves.

Given its effects it could be thought that the cause was the Jovians tinkering with their emotions. This seems unlikely as these alterations were made over thousands of years and thus largely under government control.<sup>[1]</sup> It remains possible that changes were made during the Shrouded Days. If this period followed the fall of the first Jovian empire it would be before the Jovians were reunited by Miko Bour and it seems unlikely a fractured group would all develop the same condition.

This implies that the Shrouded Days encompassed the end of the first Jovian empire. The First Empires fall was brought about by the Jovian Elders, who were a prominent political force at the

time. <sup>[9]</sup> It would appear that something the Elders did directly or indirectly caused the Jovian Disease. If the Talocan were the First Jovian Empire and the virus was developed by the Elders this would explain the quarantine at certain Talocan sites in w-space. <sup>[38]</sup>

Many neurodegenerative diseases are caused by genetic mutations, most of which are located in completely unrelated genes. <sup>[2]</sup> This means that almost any mutation or alteration could have created the Jovian Disease which leaves little idea as to what the Elders did or neglected to do. It may however explain why it has proven so difficult for the Jovians to correct and also why finding the 'untainted' Jovian genes is (or perhaps was) so important to the Jovians. <sup>[4]</sup>

The disease being genetic in nature might seem to rule out external factors. However to the Jovians experiencing these emotions at all after thinking them suppressed could be considered a genetic problem. <sup>[1]</sup> After such alterations they may be ill-equipped to deal with stress, sorrow, regret, and the like and evidence of this is expressed in ones reaction to the murder of children in Theodicy. <sup>[10]</sup> In addition to this the Modifiers habit of "living on the edge" seems to accelerate the symptoms of the disease which could prove that external factors can affect the condition.

Possible external contributing causes include the decline of their race, regret over losing their humanity, and distress at the behaviour of the other factions. If they were responsible for shutting down the EVE gate the immense damage caused by this act could also be a factor.

## ature

The disease is genetic in nature and is not infectious to other races. <sup>[1]</sup> With the wording here and mention of an epidemic causing the fall of the second Jovian empire <sup>[3]</sup> it is implied that the disease is infectious amongst the Jovians. Being genetic in nature it could be a retrovirus <sup>[11]</sup> though an ordinary retrovirus would be unlikely to be incurable for a faction as medically advanced as the Jovians.

## Prevalence

Despite supposedly having weeded out their emotions many Jovians encountered in the fiction seem to display them and they might be considered symptoms of the Jovian Disease. Examples include what appears to be horror, sadness, and anger in Theodicy over the mistreatment of others <sup>[10]</sup> while Anoikis states "emotion was rippling inside each cell, bursting throughout the bloodstream as it tried to break free." referring to a character assumed to be a Jovian ambassador. <sup>[14]</sup> This may indicate that either more emotion is present in the Jovians than thought or that these particular Jovians are succumbing to the condition.

The disease is said to keep the third empire from flourishing and keeps it from attaining the splendour of the first. <sup>[1]</sup> The Jove have been in decline since the fall of their first empire which may indicate that despite the Jovians mastery of genetics either the more recent generations are succumbing to the disease quicker, they are no longer able to reproduce, less are fetuses are viable, or their desire to reproduce had declined.

The Jovian Disease caused the abandonment of the second Jovian empire. Everyone showing signs of the disease was left behind to die and the survivors left on the three Jovian motherships. <sup>[3]</sup> While one was thought to be a station from inside <sup>[10]</sup> and they are described as being huge <sup>[3]</sup>, three ships does not seem much for an entire race. Either their population was small to begin with or a huge majority of Jovians were affected by the disease at the time of the second empires fall.

Perhaps most telling is that if the Modifiers "burn out faster" than other Jovians" it can be implied that that all Jovians burn out eventually. <sup>[4]</sup> Given that some, if not all, Jovians have extended lifespans <sup>[9]</sup> it is possible the disease takes most before death. If the disease is progressive and their birth rate is low the surviving Jovians may be getting worse, being forced to loosen their standards on what constitutes too far gone to operate in important functions.

## Search for a Cure

The Jovians have made extensive efforts to cure the Jovian disease. There are, or were, Jove searching for the 'untainted' Jovian genes along with both formal research teams and chaotic gene therapies dedicated to finding a cure. <sup>[4]</sup>

Other attempts include a Book of Emptiness, developed by the Jovians in an attempt to curtail the Jovian Disease. Its purpose was to remove negative thoughts and emotions from anyone in the vicinity. It was ordered destroyed by the Jovians after turning several people into drooling idiots. <sup>[7]</sup>

In addition the SCT may have aided Sansha in creating the True Slaves in the hope that the technologies he developed might be useful against the Jovian Disease. <sup>[7]</sup> Though it could also have been due to the unrestrained curiosity the SCT (or a faction within it) has displayed during suspected dealings with the Blood Raiders regarding Jamyl Sarum's superweapon. <sup>[15]</sup> It is even possible some Jovians have given themselves over to Nation in hope of a cure. Such an act may seem unlikely but a Jovian progressing through the symptoms might consider the option as others in similar straits have. <sup>[16]</sup>

The Jovians are known to have advanced fullerene technology <sup>[17]</sup> and likely explored its biological applications. <sup>[435]</sup> If the disease is caused by or causes neurodegeneration then the fullerene polymer C3-FTM Acid (used as a neuroprotective agent by capsule pilots) may have been, or may currently be, used as a treatment. <sup>[18]</sup>

Given their level of infomorph technology <sup>[19]</sup> and the existence of mind-machine transfer technology as evidenced by the Zainou founder <sup>[20]</sup> it seems the Jove would have been able to leave their bodies behind long ago and escape their genetic disease. One reason for not doing so is that many Jovians dream of returning to their genetic roots, perhaps representing that they have come to cling to what is left of their humanity. It is also possible that opposition to an infomorph foe, possibly The Order or the Terrans, keeps them from following a similar path. A genetic disease affecting the stem cells would be passed on from parent to child and from clone to clone. If the remaining Jovians chose to retain their biological bodies then the disease could not be escaped using contemporary cloning methods. <sup>[432][431]</sup> It is possible that not all Jovians elected to retain their biological bodies. Some may have turned their back on the Jovians attachment to their DNA. It is possible the Ascended Infomorph spotted across New Eden is related to this group. <sup>[433]</sup>

## Vitoc

The Vitoc Method of slave control has been used by the Amarr for centuries. It involves injecting slaves with a toxin which will kill them if they are not steadily provided with an antidote. 15 years ago the Amarr introduced a new version of the Vitoc Method using a virus, dubbed Vitoxin, which produces lethal toxins if not treated with Vitoc. [\[432\]](#)

Both the Caldari and the Jovians are rumoured to have provided the Amarrians with the virus. The stories of Kynoke Pit promote the idea of Caldari involvement in the development of the Amarrian Vitoxin. [\[181\]](#) while the infection is similar to Vitoxin in that it spreads via the bloodstream and affects parts of the brain associated with emotion these links are tenuous. The infection, caused by a biological speck resembling a protein, may be related to the protein shell surrounding the viral DNA in Vitoxin. [\[432\]](#)

The virus may also be related to the Jovian Disease. It is possible the known symptoms of the Jovian Disease, and many traits commonly assigned to the Jovians, are the effects of a Vitoc-like treatment rather than the disease.

The Jovians are known to be lacking in aggression and have demonstrated fearlessness. [\[434\]\[10\]](#) Vitoc causes "Suppression of adrenaline and testosterone production, leading to a near-total abatement of any sense of fear, insecurity or aggression in the subject." [\[432\]](#)

"Vitoc also causes the release of Oxytocin which is vital in the bonding process between mother and child after childbirth and is thought to also be involved in the formation of monogamous pairings during coitus. It suppresses the amygdala, reducing most emotional responses though those with high levels of oxytocin present in the brain display increased affection for and loyalty to the individuals around them." [\[432\]](#) Examples of this can be seen in Grious' actions in Theodicy [\[10\]](#) and the Jovians parent-like behaviour towards the empires.

Those affected by Vitoc display "increased activity of mirror neurons in the premotor cortex and the inferior parietal cortex, leading to a strong sense of empathy, intimacy and trust as well as an increased rate of learning by mimicry." [\[432\]](#) The increased learning rate may play a hand in the Jovians curious nature, but otherwise has no known link to what is known about the Jovians. But Grious evidenced empathy, intimacy, and trust. [\[10\]](#)

Further to these traits the long term effects of Vitoc match the final stages of the Jovian Disease. "Over the long term, Vitoc has been shown to have neurotoxic properties that cause a lasting decrease in the brain's serotonin uptake sites, causing clinical depression. In 0.2% of cases, there is also damage to the amygdala, resulting in chronic psychosis in the patient. To date, these effects have proven unresponsive to therapy." [\[432\]](#) It could be assumed that Admiral Ouria was part of that 0.2% and that the existence of these cases caused, or worsened, the fall of the first and second empires. 0.2% may seem like a small number but there would have been thousands of psychotics for every million Jovians suffering from the disease.

On a side note there is a similar mutating disease, which only responds to Vitoc, affecting every copy of the Broker, including the master digital copy that is the core of his cloning technology. [\[13\]](#) This reinforces the idea that the disease may have been caused by an unrelated genetic alteration or other accident, as the Broker believed his condition was caused by an unforeseen consequence or error in the cloning process he engineered. [\[13\]](#)

Insorum is a proven cure against for Vitoxin and is suspected to work on the Brokers condition. It has been claimed to operate using both RNA sequences and active nanomites [\[13\]](#) and may represent a cure for the Jovian Disease. Reinforcing this idea are the Rogue Drone guardians of Ishukone's Insorum supply who, with their ties to the Jovians, may imply Jovian involvement. [\[13\]](#)

If many known positive traits of the Jovians are symptoms of a Vitoc-like treatment it is worth considering what will happen should the treatment no longer be needed. With their curse lifted and their natures changed there is no telling how the Jovians would behave. [\[431\]](#)

Another point is that the Jovians continued to take a treatment that kills them. This implies the Jovians wished to avoid the effects of the disease more than they wanted to avoid death. With its ties to the genetic engineering of the First Empire it is possible the disease was designed to promote a change which the known Jovians reject. [\[431\]](#) This may be linked to ascension, especially since the Jovians fall is said to have been caused by reaching too close to that which is not due mortals. [\[8\]](#)

## Blackened Veins

Jovians are described as having pale white flesh with dark veins. It is explained that their anatomy has been genetically altered to accommodate cybernetic devices though it is unknown if this causes the blackened veins. [\[10\]](#) The veins may be related to the nanite-infused blood plasma that is under development now that the empires are exploring the biological applications of fullerenes. [\[435\]](#)



A high ranking Blood Raider, Carlen Jore, is described as having almost white skin with veiny streaks in his head, on his throat, and on the back of his hands. The observer wondered whether he was seeing an old man with great reserves of vitality or a young man taken seriously ill. [\[16\]](#)

The blackened veins are encountered again in the same source: "A young couple walked past her, their conversation falling to a whisper. She saw them shake their heads. The skin on their faces was stretched, and their teeth were sharp, and the hands they had around each other's waists were mottled with blackened veins." [\[16\]](#) It is possible these people are Sani Sabik or that they are following the age old Gallentean custom of turning another group's appearance into a fad. If the latter it can be assumed the blackened veins are well known enough to have gained public attention.

There are people who display what appears to be Sani Sabik influence on a colony whose valuable minerals, used in high-tech manufacturing, are poisonous. These people have settled on the most mineral rich area despite other areas being less metal-rich. The minerals aren't fatally poisonous but they aren't the kind of things you want in your bloodstream and every fourth child dies in the crib. Most people there exhibit blackened veins, likely a sign of such poisoning. Drinking untainted blood acts as an antidote, plentiful supply will remove the blackened appearance of the veins. Their holiest of temples is a building so tall it reached up to the cloudy roof of the cave it was secreted in. It was the shape of a capsule, bronzed and red, "covered in gross metallic cables that looked like the veins and matted hair on a new-born's head." [\[21\]](#)

The reference to the capsule implies Jovian involvement though the coloration is wrong; possibly suggesting that it originates from a previous Jovian empire or from another faction. The most likely alternative faction is the Takmahl due to their connections to the Amarr. [\[22\]](#) Both the Takmahl and the Jovians show excellence in the fields of cybernetics and bio-engineering [\[22\]](#) and could have developed the technology behind the useful application of this condition. It is also possible that an



exchange of technology between them or a joint project may explain the unusual capsule and presence of the veins in both Blood Raiders and Jovians. In any case this seems to tie fullerene-level technology with the blackened veins.

It is possible the coloration of the blackened veins is caused by the mineral described above. If so it would seem the Jovians possess the technology to make use of the material within the body and counter its poisonous effects. It is possible the Amarrian colony represents an old Blood Raider or Takmahl testing ground or a population of devolved Takmahl or Sani Sabik. The presence of blackened veins in the Blood Raider Covenant may be the result of their Takmahl heritage <sup>[22]</sup>, their medical research into the properties of blood <sup>[16]</sup>, or they may have reverse engineered the technology. Possibly from the large portion of a Jovian corpse they were able to collect after a teleportation device malfunctioned scattering diplomatic liaison Misu Baniya and the complex fullerene capsule he was within across the cluster. <sup>[30]</sup> Omir Sarikusa himself ordered the collection and the effort cost the cult hundreds of ships. When satisfied Omir ordered all his top lieutenants to stay with him at his hideout during the final preparations of his scheme to ensure secrecy. Despite the heavy losses during the collection the Blood Raider elite was reportedly upbeat about the future, believing that great things lay ahead for them. <sup>[24]</sup> Given the above and the Covenants advanced medical science it is likely they managed to obtain at least some value from the partial Jovian corpse.

Notably Miko Bour, who reunited the Jove into the second empire over 3000 years ago does not show any sign of blackened veins. <sup>[1]</sup> This may imply that the Jovians only developed this feature within the last few thousand years.



Blackened veins were among the options for Amarrians in the old character creator but aren't present in the new one. It is uncertain whether this represents a ret-con; many features were not translated over to the new system. If it is not then the markings may be associated with the use of implants, possibly those responsible for extending the life-span of the subject as the option included an aged and weathered appearance.

## Technology

The Jovians are known for advanced genetic engineering. Besides from applying this technology to themselves Jovian ships and structures from both the Heaven constellation and the third Jovian empire seem to have been grown rather than built and appear to use advanced bio-engineering. Beyond ships and stations another example would be the living asteroid-like construct of Jovian origin that is seemingly used as a data repository. This construct is located in Angel space suggesting that it is a product of the first or second empire. <sup>[16]</sup>



The Jovians constructed three motherships in an attempt to escape the wrath of the Jovian Disease large enough to relocate the majority of their population. <sup>[3]</sup> They possessed considerable weaponry including advanced lasers capable of destroying a battleship in a single hit. <sup>[10][26]</sup> Their ships also surpass the abilities of known empire ships with their other vessels showing “devastating” laser technology <sup>[26]</sup> and the Eidolon battleship has been demonstrated to be able withstand massive amounts of firepower. <sup>[25][16]</sup>



The Jovians have advanced knowledge of the human brain, though not the level of mastery said to be possessed by The Order. <sup>[10]</sup> Along with the



advanced neural interface technology shown in the capsule <sup>[19]</sup> they also created a Book of Emptiness designed to remove negative thoughts and emotions from anyone in the vicinity.<sup>[7]</sup> The Book was ultimately destroyed but it was demonstrated that its effect on certain individuals results in alterations which can be seen as enhancements. One example, Nale, gained a hyperextended consciousness.<sup>[27]</sup> Draea, another, became hyper-focused.<sup>[27]</sup> A third, Hona, was not one of the extreme cases like Nale who barely experienced the negative emotions the machine was designed to effect, or Draea for whom those emotions were too deep set to be shifted. Hona was knocked unconscious when the Book was activated and initially showed no signs of change.<sup>[28]</sup> Since then she seems to have developed powers similar to Jamyl Sarum's, the Jovians possibly stumbling upon The Orders "telepathic" ability.<sup>[16][29]</sup> Since the device has been destroyed, Nale and Draea are dead, and Hona is located at an exceptionally well hidden location it seems unlikely further advances on this will be made in the immediate future.

The Jovians have attempted use of a "Meta-Molecular Transportation Device". This device made use of a complex fullerene chamber.<sup>[30]</sup> The device malfunctioned, though it is hinted that this was due to sabotage.<sup>[31]</sup> The Jovians suggested that the technology would be worked on.<sup>[30]</sup> It is unknown what progress may have been made.

Complex Fullerene itself is an advanced version of basic fullerene that apparently only the Jovians know how to produce. It is much harder than basic fullerene and is indestructible by all conventional methods used by the other races and thus useless in the current technological environment.<sup>[17]</sup>

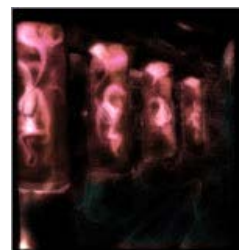
It is rumoured that the Jovians have developed a revolutionary new super weapon capable of destroying an entire planet.<sup>[32]</sup> This could be linked to weaponized isogen-5 <sup>[13]</sup> or to the Terminus Stream.<sup>[33]</sup>

The Jovians are also known for their use of cloaking technology, which includes personal cloaking.<sup>[10]</sup><sup>[13]</sup> They have also developed personal shielding. It is unknown if any other factions have access to these technologies.<sup>[10]</sup>

## Religion

As a rule the Jovians are not very spiritually inclined but those who are take to their spirituality with the same vigour and zeal as everything else.<sup>[34]</sup>

Jovian embryos are the closest approximation of divinity in their society.<sup>[10]</sup> This implies that the Jovians do not believe in any deity or deities though a Jovian award, the Enlightened Soul Silver Shield, may hint towards a belief in the soul.<sup>[35]</sup> On the other hand it is said that recycling the DNA of a Jovian is equivalent to removing the soul of a non-Jovian.<sup>[36]</sup> This may hint to a lack of belief in the soul. If so the "Enlightened Soul" may use soul as 'an individual' rather than it being a spiritual concept.



A number of Jovians have joined the SoE which is a religious and research based organisation known for humanitarian aid throughout New Eden.<sup>[37]</sup> Whether this represents interest in the religion or interest in their scientific and humanitarian pursuits is unknown. It is possible their presence there is to guide or benefit from their research regarding the EVE gate.

The SCT has acted as the outlet for the spiritual needs of the Jovians over the last three centuries.<sup>[34]</sup> It started out as a cult created to explore humanity's spiritual and religious feelings and needs with the primary aim of discovering the meaning of life. They embarked on a journey of frenzied technological research on the matter, resulting in some very interesting theories and facts on the

nature of man and his connection to the universe. <sup>[7]</sup> This suggests a very scientific approach to religion, which seems typical of the Jove and ties in with their possible real-life namesake the Cognitive Science Society. <sup>[423]</sup> For a while they effectively became the Jovian shadow government before other political factions turned on them. They are opposed to violence. <sup>[427]</sup> The vessels used by the SCT have forms which resemble the Sleeper Oruze complex, a bi-sected version of an eight pointed star. The completed symbol is associated with the god An/Anu and the goddess Inanna/Ishtar. <sup>[304][309][312]</sup> See also: Mesopotamian Religion.



## Elders

The Elders are an ancestry among members of the Jovian Static bloodline. They were one of the first groups to use genetic engineering for a special purpose, namely that of slowing the aging process. Once a prominent political force in Jovian society, after they brought about the fall of the first Jovian empire they have become more reclusive. Elders can become many centuries old, it's uncertain exactly how old they can become, but some suggest they can outlive even members of the Amarrian royal families. <sup>[9]</sup> It is possible the Elders were behind the Amarrians encounter with the Sefrim and their influence on their culture influenced their reverence for old age.

Jovian elders (note the lack of capital) have been referred to in the modern age. Whether this refers to the Elders ancestry is unknown though it would be confusing for the name to be used for another group. They conducted research into rogue Jovian Admiral Ouria and concluded he was infected by the Jovian disease. They seem to still carry some weight as the Jovian Directorate placed the Admiral in exile. <sup>[5]</sup> It is possible the Elders are now part of the Jovian advisory or legal advisory system, held in check by the Directorate.

## First Empire

The first Jovian empire lasted around 9000 years and Ior Labron composed a poem which seems to refer to it:

Once we were mighty,  
Stars bent to our will,  
Our reach was infinite,  
Our power incontestable,  
With outstretched hands we tried,  
To touch the face of perfection,  
But we came too close,  
To that which is not due mortals,  
And our punishment is our curse,  
Our endless sorrow.

- Translation of an old Jovian poem <sup>[8]</sup>

The stars bending to their will may refer to solar engineering, a science discovered by the Sleepers <sup>[38]</sup> possibly from studying Talocan ruins in w-space. <sup>[38][39]</sup> It may also refer to isogen-v harvesting. See also: Oruze, Archive Enclave, and Isogen-5.

Their reach being infinite may refer to rift or wormhole travel [\[40\]](#) [\[41\]](#), advanced jump or acceleration gates [\[42\]](#), or teleportation. It may link the First Jovian Empire to The Order who are known for non-linear teleportation. [\[10\]](#)

Their power being incontestable may refer to the first empire being the mightiest faction of its time. It may also imply the use of that power in conquest, if so likely against the Yan Jung who are the only other faction known to be active during that era. The Amarr believe they are heirs to a cluster spanning empire and this First Jovian Empire is the only known match. [\[256\]](#)

What is meant by trying to "touch the face of perfection" and coming "too close to that which is not due mortals" is more obscure possibly referencing the Jovians attempts to engineer their own race [\[1\]](#) or to the application of infomorph technologies. [\[19\]](#) It may reference the Jovians playing god and messing it up in any manner of fashion. Developing AI [\[43\]](#), tinkering with the human brain, or toying with the EVE gate are all possible scenarios. It is also possible the Jovians reached for ascension trying to evolve to the next level and either failed completely or some succeeded while the rest were left with the consequences.

Either directly or indirectly this appears to have led to the Shrouded Days and the appearance of the Jovian Disease. Shrouded may refer to a lack of information on the period. This would be unusual for the Jovians but could be explained by an almost complete societal collapse which sounds likely given that the Jovians had to be reunited into the second empire.

## Enlightened Soul Silver Shield



The Enlightened Soul Silver Shield was historically awarded to inventors and discoverers and later those responsible for gathering and storing great amounts of knowledge. Today it is awarded to those that show great service to the Jovian Empire, such as bridging the communication gap between the Jovians and the other races. [\[35\]](#) It is possible this reflects the different goals of the Jovian empires. The first being focused on technological advancement and exploration, the second on regaining lost knowledge, and the third focusing their efforts on the other races of New Eden.

## Secrets

In Anoikis a conversation is described which appears to state that there is a secret being kept by the Jovians, and possibly by CONCORD, which is being kept for the "benefit of all parties". The Jovians seem confident that, with full explanation, the empires will come to see their motives in keeping it from them as benign. [\[14\]](#) This appears to be important to achieve "the level of institutional compliance necessary to establish the agreement." While the Vitrauze Agreement is a topic of this chronicle the agreement spoken of here is one they hope to achieve after the truth is revealed. What the agreement is about is unclear but it seems there is going to be an issue that the Jovians will need the empires and capsuleers assistance with. The secret may be that Vitoxin and the Jovian Disease are related, that another faction is re-emerging, truths regarding the EVE gate, or the secret war between the Jove and The Order.

## Jovian Poetry

Ior Labron, founder of the SCT, wrote:

"Imagine if the bars to your prison were all you had ever known.  
Then one day, someone appears and unlocks the door.  
If they have the power to do this, then are they really the liberator?

You never remembered who it was that closed you in." [\[14\]](#)

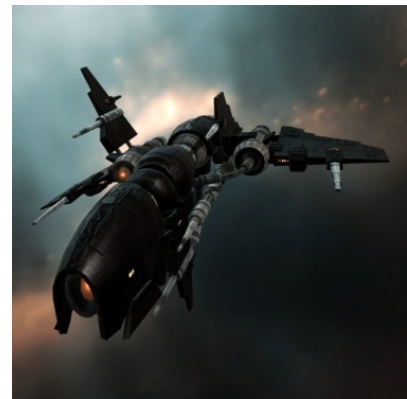
This seems to relate to Rene Descartes' evil daemon experiment. <sup>[44]</sup> The prison is an existence based on lies; the point being made seems to be that revealing the truth isn't always the best course of action and implicates the teller in keeping the lie and choosing when to reveal it. It may be more direct than this, referring to New Eden as the prison and the Jove as those who locked the door, possibly referring to the above mentioned secret.

The Jovian poem "The Truth Serum" written by Gorda Hoje, teacher to Ior Labron, also seems to support the idea that sometimes the truth is not always needed, sometimes it is better not to know. The title implies the unwilling extraction of truth while the content suggests that the pursuit of knowledge can become a prison and that absolute truth would be the end of the search and the end of the searcher. <sup>[47]</sup> This seems to refer to reaching a point where all mysteries are uncovered and nothing remains to be learned. The final line puts forth that maybe this has already happened. This may be the case on the other side of the EVE gate or among The Order. It is possible that in the pursuit of truth the Terrans or The Order have reached the point of Ascension and become something other than human. <sup>[48]</sup> The poem seems then to suggest that the Jovians are avoiding this fate.

## CONCORD

The Jovians involvement with CONCORD is unlike that of the other empires. They operate beyond CONCORD law while remaining part of the organization, an arrangement perhaps symbolized by the old CONCORD HQ station which had the Jovian arm set apart from the others. <sup>[43]</sup>

CONCORDs rise to prominence began after the organization managed to negotiate a peace accord between the Federation and the State. <sup>[49]</sup> This situation only came about due to the Jovians providing the Caldari with capsule technology which turned the tide for the Caldari prolonging the conflict. <sup>[13][50][53]</sup>



Further indicating CONCORD links to the Jovians is that Yulai, the name of the CONCORD HQ system, seems derived from Yulia, the Russian form of Julia the youngest child of Jove. <sup>[51]</sup>

Both independently and through CONCORD the Jove have observed and directed empire research in the past, attempting to maintain balance between the factions and a firm grasp on empire progress. <sup>[1][19][52][55][56][57][58]</sup> This balance of power would be an important factor if the Jovians wish for powerful members of their "agreement", or at least members who haven't crushed each other to dust. It is also possible that this and the Jovians technological trades help ensure the empires follow a similar path and develop no lines of technology that diverge from their own and offer an advantage. Another goal may be ensuring empire research does not stay in directions the Jovians consider dangerous.

The Jovians aided CONCORD in developing cloaking technology after Crielere, <sup>[68]</sup> this despite them already possessing the technology themselves. This may be an error or it may represent the Jovians again guiding faction research. Having only been rumoured to originate from Crielere this may be an example of the Jovians working with CONCORD to produce a variant of their own technology suitable for release to the cluster.

They may also use the CRC to monitor communications. <sup>[54]</sup> Which would prove exceptionally useful in maintaining a secret and could tie in with the Sleepers communications enclave and its detransmission clusters. <sup>[38]</sup>

CONCORD established the Vitrauze Agreement which covers CONCORD subsidization in the acquisition of scientifically valuable by-products. What the agreement itself does not mention is that this appears to have been arranged by the Jovians to suppress "evidence" through the systematic accumulation of four items described as "lower-tier by-products" in exchange for a range of new schematics. The aim being to dissuade empire research by providing them with what appears to be the most promising final applications of any potential studies. <sup>[14]</sup> The secrecy surrounding the origin of certain tech three applications and the extremely rapid deployment of some technologies noted in subsystem descriptions supports the theory that some of these designs were traded to them by the Jovians to achieve this agreement. <sup>[58]</sup>

Some of the applications traded by the Jovians are new technologies but where possible improvements to pre-existing methods were provided. <sup>[14]</sup> This implies that the Jovians are trying not to give too much technology away and also that there are more applications of Sleeper tech to be discovered. The reason behind this may be the Jovians philosophy of non-interference <sup>[36]</sup> or it could be to keep the empires technology in check attempting to avoid rapid advancement into areas of research the Jovians would rather they held back from.

The four items subject to the Vitrauze Agreement are: the ancient coordinates database, neural network analyser, sleeper data library, and the sleeper drone AI nexus. The database charts a path to a distant location <sup>[59]</sup>, the analyser seems to process vast amounts of basic data and identify anomalies <sup>[60]</sup>, the data library contains what appear to be time-stamped data fragments <sup>[61]</sup>, and the AI nexus is the digital soul of a Sleeper drone. <sup>[62]</sup> Taken together these items suggest that Sleeper drones have been exploring space searching for anomalies and logging their findings or that they have found or already knew the location of something the Jovians do not want the empires stumbling upon. This may link in with the Yan Jung Threaded Waypoint Map. <sup>[63]</sup> The Yan Jung were present in w-space and existed around the time of the First Jovian Empire. <sup>[64]</sup> The map may lead to the same location as the Sleeper coordinate databases or to the location the drones are searching for. It is also possible deciphering this map is what led the Sleepers to w-space. Threading may refer to the spiral map of w-space systems or to weaving through wormholes, though it seems more likely to refer to computing where a thread of execution is the smallest unit of processing that can be scheduled by an operating system <sup>[65]</sup> and threaded code refers to a compiler implementation technique where the generated code has a form that essentially consists entirely of calls to subroutines. <sup>[66]</sup> This being the case may make the map indecipherable without access to the required subroutines.

## Point Genesis

A Jovian ship went through Point Genesis and returned. A single survivor is mentioned whose mission is said to be complete though the "hope of an entire race was dying with him." The Eidolon class battleship was heavily damaged and was finally destroyed by deadly bolts of energy that had been travelling for years through the gate. <sup>[13]</sup> It is possible the Jovian ship travelled through the EVE gate in an attempt to discover if the Terrans currently hold violent intentions towards the races of New Eden or the Jovians may have asked them for information or aid. If the ship was attacked it would explain the hopes of the race dying with him and the completion of his mission once able to send word from the New Eden side of the gate. The energy emerging from the gate may have been discharges from Terran weaponry that followed the ship through delivering a delayed death blow. A pulsing light is mentioned that bears similarity to the electronic interference found elsewhere. This

may represent infomorphs observing the event or held within the gate, possibly Sleeper, Order, or Terran in origin, or the energies that closed it.



We are told Point Genesis, is not what it seems. It is said to be a collapsed singularity and once connected New Eden and Terran space. <sup>[13]</sup> The Jovians being able to travel through this “collapsed” singularity proves this point. If the Terrans on the other side achieved a technological singularity it is possible that what lies on the other side of the wormhole may be far more alien than we could conceive.



## Other

The Jovians saved Shakor from death and took him for two years. <sup>[67]</sup> Shakor may have spent this time with the Minmatar Elders who were likely sheltered by the Jovians for a time after the events of Theodicy. <sup>[10]</sup> Shakor may have been selected due to being a capsuleer with suitable traits and a viable icon for the Minmatar. It is probable that the Minmatar Elders themselves requested Shakor as the Jovians do not tend to make choices for the empires.

Though a suspect source of evidence, being a Nation propagandist, <sup>[70]</sup> Citizen Astur of Sansha's Nation states that the reason the Jovians have not come to the empires seeking assistance is that they are hiding the truth, that they are not as omnipotent as they want the rest of the cluster to believe. <sup>[69]</sup> This seems correct given the Jovian Disease, low population, actions during Vak'Atioth, the technological deals with the empires which keep them safe, and the steady decline of the Jovians in general. The capsuleers are said to be heading for the same fate as the Jove if they continue to follow in their footsteps. <sup>[69]</sup> This fate may be related to the Jovian Disease, the introduction of the capsule to the empires may have been hoped to aid in discovering a cure or may have been an unavoidable move required to maintain the balance between the empires. It may also have been a move against The Order or the Terrans providing an unpredictable factor that is difficult to manipulate, which is also a powerful military force. Alternatively, as a cure for the disease may exist, the fates of the Jove and capsuleers may be something else entirely. This is possibly a reference to the two groups coming close to ascension and yet not achieving it. In any case it appears Nation has either obtained important information on the Jovians they refuse to share or Citizen Astur is providing false information.

It is possible the Jovians intend to escape the Jovian Disease by using the minds of capsuleers to correct the disease, perhaps as part of a symbiotic relationship. This would fit with the original plan of players being able to become Jovians. The technology for this, possibly obtained from the Jovians, may have been displayed in another form by the Sansha in Slave Heavenbound02, an amalgamation of two individuals into a single capsuleer. <sup>[71]</sup> Such an action would likely call for the Jovian faction to be reborn as the fourth empire possibly fitting in with the prophecy if Macaper. <sup>[72]</sup>

That the Jovians seem to refer to w-space as Anoikis [\[14\]](#) may refer to them cutting it off from k-space allowing those "cells" to die for the good of the whole. It is also possible those in w-space cut themselves off from k-space in an act of self-sacrifice. Notably anoikis translates to "the state of being without a home" [\[73\]](#).

In Theodicy Grios implies history is being repeated. All this, the path from base-line, to capsuleer, to infomorph, to Ascension, may have happened before. That the Jove are trying to steer them in another direction seems confused by them having gifted the empires the capsule. [\[10\]](#)

It is possible the Jovian presence in w-space has been focused on activities similar to the cloaking of Terran relics around the EVE Gate. [\[13\]](#) They may have hidden significant relics there belonging to the Talocan and/or Yan Jung. It is possible that this explains the state of The Line, [\[38\]](#) the Talocan objects in the database not yet present in space, [\[74\]](#) and the gutting of the vessels abandoned by the Talocan. [\[75\]\[76\]\[77\]](#)



# Takmahl

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Takmahl seems to translate into Latin as Tac-mahl. Tac is the Latin for touch, but is also used as the prefix for objects that be touched. Mal is the Latin for Evil.

The Takmahl nation excelled in cybernetics and bio-engineering. <sup>[78]</sup> The known items requiring Takmahl Technology have a medieval castles and knights theme with names such as chivalry, gorget, portcullis, saddle, etc. <sup>[78]</sup> There are items named Censer and Thurifer suggesting catholic connections. This would tie in with the name of the group being translatable in Latin.

The existence of relics named Takmahl Astral Treatment may imply that the Takmahl had access to isogen-5 technology. <sup>[438]</sup>

They had a thriving culture for many centuries but at some point they died out for reasons unknown. <sup>[22]</sup>

Takmahl COSMOS modules tend to focus on capacitor and reactor technology along with energy transfers and armor tech. <sup>[78]</sup> The Amarr and Blood Raiders tend towards these modules as evidenced by their components, LP stores, and ship bonuses.

The Takmahl constructed a labyrinth in Aphi. At its centre there are Takmahl library logs, temple fragments, temple segments, and transmission logs that yield Takmahl artefacts to archaeologists. Why the Takmahl would construct a labyrinth is unknown. <sup>[22]</sup>

## Amarr Connections

The Takmahl were once part of the Amarr Empire, but were exiled from the empire a long time ago, shortly after the Amarr took to space again. Nothing was heard from them for centuries until relics were found in Araz. <sup>[22]</sup>

The Takmahl people created holy statues and idols depicting their god and texts have been discovered describing many of their religious rituals. <sup>[22]</sup> These texts, the Latin naming, and the catholic related items suggest they retained a strong connection to the Unified Catholic Church.

They excelled at cybernetics and the Amarr today have the leading cyber implant company in the world of EVE. <sup>[79]</sup> This makes it seem likely that the Amarr were already using implants extensively before the two groups split.

The religious and knighthood aspects of the Takmahl are reminiscent of the crusades and it is possible they maintained faith in the Reclaiming.

The Theology Council work to suppress Takmahl scriptures and rituals to avoid another religious schism in the Empire. <sup>[22]</sup> This is likely due to Takmahl versions of scripture dating from before the Moral Reforms.

It has been suggested that the Takmahl bear a resemblance to the Knights Templar. <sup>[415]<sup>[GN]</sup></sup> They were crusaders who went to the Holy Land to discover ancient truth and returned with beliefs outside accepted orthodoxy. <sup>[GN]</sup> The Templar were tried by the Church for heresy and brutally repressed, going on to become a root for various secret societies. <sup>[GN]</sup> This may echo with the Takmahls split from the Empire, their later fall, and their ties to Sani Sabik.

## **Sani Sabik Connections**

The Takmahl are said to be the predecessors of the Blood Raider covenant. <sup>[22]</sup> The Takmahl excelled at bio-engineering and the Sani Sabik follows this heritage in their focus on biotechnology. <sup>[16]</sup>

The Blood Raider Arc of Revelation contains many artefacts of immense spiritual value to the covenant. Contained within the Temple of Revelation it seems likely some of these artefacts are Takmahl in origin and describe truths behind the Sani Sabik cult. <sup>[22]</sup>

## **Jovian Connections**

Both races share a mastery of bioengineering and it seems the Takmahl existed at the same time as the second Jovian Empire.

# Sleepers

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A technologically mighty ancient race, the Sleepers scientific achievements are impressive, their enclaves imposing in their majesty, and their constructions regal in appearance. <sup>[80]</sup> They were masters of virtual reality, neural interfacing and cryotechnology. Sleeper technology seems to generally be similar to but more efficient than empire technology. <sup>[81]</sup> Sleeper COSMOS modules include afterburners, signal amplifiers, warp disruptors, hull repairers, and hull upgrades. <sup>[81]</sup>

## W-Space Advances

While in k-space the Sleepers had nanite cluster and micro-circuit technology, <sup>[81]</sup> entering w-space seemed to have a similar effect on them as it is having on contemporary technology leading these to nano-circuitry and the highly advanced nano-technology seen in Sleeper components. <sup>[82]</sup>

It has been scientists have claimed that access to fullerene based technology in good supply would instantly advance starship design ten years. <sup>[83]</sup> It seems the Sleepers found similar benefits in w-space in multiple areas, much as the empires are beginning to. <sup>[82][435]</sup> These points suggest that the Sleepers had a level of technology for the most part comparable to the current factions before they obtained w-space related advances.

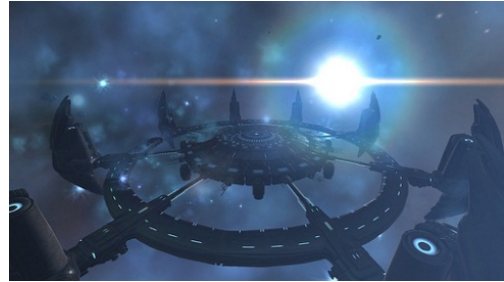
While in w-space the Sleepers seem to have engaged in several related grand projects. Possibly linked to this are two fullerite reservoirs with notable names, the Instrumental Core Reservoir and the Vital Core Reservoir. <sup>[38]</sup>

While the Sleepers had a level of technology similar to our own before entering w-space and gaining certain advances <sup>[80][419]</sup> a number of highly advanced technologies can be found amongst their w-space relics. Their modular defensive systems bear similarity to the modular nature of Talocan structures. <sup>[420][157][156]</sup> Emergent AI, which is said to have been an early focal point of Jovian systems designs pointing towards their First Empire (who may be the Talocan). <sup>[43]</sup> The Thermoelectric Catalysts used in the most advanced Sleeper Drones which display evidence of evolution. <sup>[104]</sup> The Jump Drive Control Nexus, suggested to be capable of advanced forms of interstellar travel and it is pointed out that its being found on a Sleeper drone is a mystery. It seems these technologies were acquired through their studies on Talocan Technology. <sup>[38]</sup> It is perhaps notable that all of these items share the same icon, which is found on only one other Sleeper item, the Central System Controller. While this last may break the pattern or be a more subtle addition it is worth examining the point that the other place this icon is found is on the artefacts that can be found using archaeology. <sup>[421]</sup> The implication here is that these technologies may have been recovered from the Talocan.

## Electronics Systems

The Sleepers electronics systems are comparable to contemporary technology, in some cases exceeding it <sup>[80]</sup> likely due to superconductivity through cryoelectronics <sup>[84]</sup> and fullerene based advances. <sup>[85]</sup> Sleeper nanotechnology allowed further miniaturization of circuits, decreasing system bottlenecks resulting in faster processing speeds. <sup>[86]</sup>

The Sleepers have constructed an immense network in w-space. The Enclaves contain "innumerable" electronics systems and their hub-like design is said to suggest they are some kind of central data nexus. Many are entirely functional and intact with transfers of data still taking place. <sup>[80]</sup> Multiplex forwarders act as massive routers for transferring extraordinary amounts of electronic data between various Sleeper facilities <sup>[87]</sup> and interlink hubs connect various data sources with one another. <sup>[88]</sup>



As with many Sleeper designs in w-space this network was built to last. The multiplex forwarders are enclosed in super-resilient metal alloys, interlink hubs have an extraordinarily resilient superstructure that guards the flow of information inside from disruption.

It is said that, "The capsuleers. They will settle. They will understand the network eventually, and they will command it." <sup>[14]</sup> Whether this refers to the network of wormholes, the data network, or both is unknown.

## Neural Interfacing

Being masters of neural interfacing and having a level of technology capable of producing capsules <sup>[83]</sup> implies their ability to interface with technology would likely be greater than that of contemporary factions. The capsule itself allows a brief (near-instantaneous) existence as an infomorph and there have been multiple accounts of pod pilots experiencing sensations and visuals while expressed only as data. <sup>[13]</sup> Todo Kirkinen, the founder of Zainou Biotech was the first man in recorded history to have his mind transferred into a machine. <sup>[20]</sup> This implies that there have been others and may also show that an infomorph does not require a body to operate. This may imply that the Sleepers had advanced infomorph technology that differed in application to that of the empires. There have been sightings of an Awakened Infomorph, the name of which may relate it to the Sleepers. <sup>[433]</sup> This may be the application the Sleepers found, becoming essentially post human and taking refuge in the resilient data network in W-space.

## Cryo/Thermal Technologies

Cryotechnology is technology involving very low temperatures. <sup>[89]</sup> Even in k-space the Sleepers had advanced temperature related technologies, utilizing cryo batteries, <sup>[90]</sup> heat nullifying coils, <sup>[91]</sup> and thermal regulators. <sup>[92]</sup>

Cryogenics is a common technology and has long been understood, seeing use on colony ships before warp drive <sup>[93][94]</sup> and to transport and store perishables. <sup>[95][96]</sup> It would seem that the Sleepers applied this technology in w-space to create the Preservation Conduits <sup>[97]</sup> that house stasis-pods. These structures are found at almost all Sleeper sites and could potentially hold a massive number of people. If the Sleepers became infomorphs then this could be how they stored their bodies. The electronic interference noted in these structures could be caused by infomorphs.

The Sleepers mastery of cryotechnology expanded to involve high temperature technologies and solutions. The primary power supply seen at Sleeper facilities is provided by thermoelectric conversion of solar heat. [\[98\]\[99\]](#) This technology seems based upon methanofullerene [\[100\]\[101\]](#) which can be blended with other polymers to create incredibly efficient solar cells, offering a near-endless source of power in places that would otherwise be difficult to supply. It seems this was used extensively by the Sleepers. Most Sleeper sites have Thermoelectric Converters present [\[38\]](#) their drones use Thermoelectric Power Cores, [\[102\]](#) and thermoelectric systems were built directly into their vessels hulls. [\[103\]](#) Solar Cell sites with a large number of Thermoelectric Converters are believed to distribute this power to their facilities, though it is unknown how this is done. It should be noted that the Sleepers developed various other sustainable energy technologies though little data is available. [\[103\]](#) Their power supply was, like many things Sleeper, built to last. Solar heat is a reliable source of energy suitable for an extended length of time. This energy has been used to keep the facilities and their drone defenders running for millennia. Since most Sleeper facilities possess Thermoelectric Converters of their own the purpose of the Solar Cell sites is unknown. [\[38\]](#)

The most advanced Sleeper drones have had their power core injected with Thermoelectric Catalysts, nanomachines containing chemicals and components which play a role in producing the often violent chemical reactions that provide power to the drones. Thousands of minor variations in the machines have emerged after millennia of use, as they adapted to the minute changes in chemical composition and electrical flux, and the current product is the result of countless iterations. [\[104\]](#)

It would seem this technology was developed or discovered late in the Sleepers time in w-space as not all Sleeper drones have it and those who do are among the most powerful.

## Nanotechnology

As mentioned above nanomachines containing chemicals and components are used as catalysts in advanced Sleeper drones Thermoelectric Power Cores. [\[104\]](#) Their drones also use billions of tiny nanomechanical engines that deliver levels of power efficiency unrivalled by current technology. [\[108\]](#) They also have advanced nanoassemblers known as Heuristic Selfassemblers which are capable of changing their molecular structure to adapt to incoming damage on the fly. [\[109\]](#) These all suggest a highly advanced level of Nanotechnology.

## Travel

The Sleepers possessed jump drive technology and the jump drive control nexus found aboard Sleeper drones suggests they had access to more advanced forms of interstellar travel. [\[110\]](#) The Sleeper drone in the SoE epic arc appears to use spatial rifts to travel from place to place. It is assumed the drones can move between systems in w-space using such rifts as no construction facilities have been located. As impressive as this drives abilities seem it appears to have been insufficient to get from W-space to K-space by itself as the Sleepers were not encountered until after Seylinn. It is possible the Sleepers used these drives to try to map their way home, explaining the Sleeper Data Libraries and Ancient Coordinates Databases. [\[61\]\[59\]](#)

The Sleepers have demonstrated use of Spatial Rifts attacking a PoS in w-space through one. [\[439\]](#) A similar rift was seen when the Awakened Infomorph observed the battle between Sansha and Capsuleers in Jita.

The full description follows: "Your sensors show readings of the chart when you aim them at this peculiar phenomenon. From what little information you can gather you surmise that a stabling mechanism of some sort is needed for it to be safe to venture through the wormhole. But the readings also seem to indicate that this wormhole might not be a totally random natural phenomenon, but rather something that was created. When or by whom is impossible to tell and

where it leads is an even bigger mystery.” The stabling mechanism mentioned may be a modified Cartesian Temporal Coordinator configured to synchronize its processing speed in time with the distance travelled between two points. [\[332\]](#)

## Emergent AI

In Emergent AI an atmosphere is created in which an advanced system can self-assemble its own consciousness and thus “emerge” as a sentient being. Although emergent systems are not fully-fledged Artificial Intelligences, they are often so advanced that they can border on sentience. The means by which they are created is also a common source for claims that they are in fact, full-blown AI. [\[111\]](#) The technology behind Sleeper AI is for the most part recognizable by the empires, [\[112\]](#) though it is possible that the drone AI and Emergent AI are separate technologies.

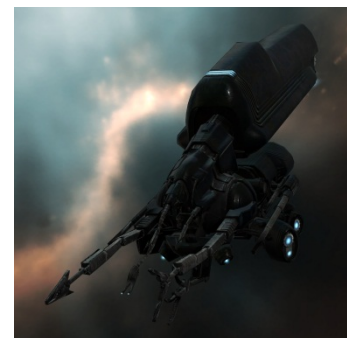
A neurovisual input matrix, similar to those used in the capsule to provide identifier tags, hostile threat indicators, tactical overlay interfaces and more to the pilot, are found in Sleeper drone wreckage. [\[113\]](#) Emergent AI may require this due to the nature of its creation differing from standard software. It may be because Emergent AI is based upon neural networks similar to our own. Combining the two it could be that virtual genetics was used as the seed to grow Emergent AI or within the atmosphere it developed in. Emergent AI may also have been applied to nanotechnology as seen in Thermoelectric Catalysts. [\[104\]](#)

If some Sleepers became infomorphs it would be interesting to see what the relationship was between these infomorphs and Emergent AI. The apparent control methods shown in their drones may imply the relationship was one of master and slave.

## Drones

It has been said that the drones are protecting information possessed by the Sleepers. [\[38\]](#) This information may relate to Jovian secrets or to certain technologies, possibly Talocan in origin. If the Sleepers became infomorphs then the information being protected may be that which makes up the Sleepers themselves.

Their weapon systems are very precise, many engineers have attempted to reproduce this with very few results. [\[114\]](#) They have jump drives and may be capable of more advanced forms of interstellar travel. [\[41\]](#) They are equipped with advanced nanotechnology such as nanomechanical engines [\[108\]](#) and heuristic selfassemblers. [\[109\]](#) They seem to represent a heavy investment of w-space Sleeper technologies.



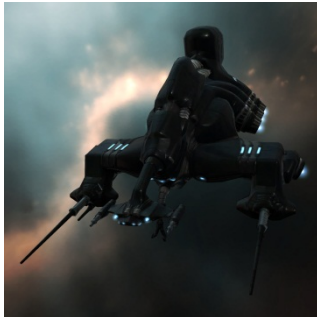
Their thermoelectric solid-state power cores can operate for extremely long amounts of time without the need for maintenance [\[102\]](#) and the drones appear able to dock at a Thermoelectric Converter to recharge. [\[98\]](#) While these are common in Sleeper complexes the Perimeter Hangar sites seem to have been constructed specifically for the resupplying of drones. [\[38\]](#) Sleeper drones also seem to have the innate ability to transfer power between one another. [\[115\]](#)

Sleepers drones are equipped with modified fluid routers much the same as those in empire ships. [\[116\]](#) These may provide independent communications or link the drone to the Sleeper network. If the Sleepers became infomorphs it is possible this link could be used to observe a drone, alter its instructions, or control it directly.

They are fitted with Emergent Combat Analysers similar to those used by empire fleets. These are used to calculate a fleet’s success rate, run comparative analyses between fleets and other abstract

problem-solving tasks. [\[117\]](#) If the drones were deployed to deal with an unknown future threat then this would be useful in building up a combat profile for the enemy.

They have heat resistant metallofullerene armor. [\[118\]\[120\]](#) Despite this the presence of thermophased metallofullerenes on some Sleeper drones implies that they have been exposed to temperatures high enough to damage even these heat resistant materials. [\[119\]](#) This is an unpublished item and may belong to drones found in an unreleased site. Despite this all Sleeper drones are completely devoid of shielding technology. Potentially to avoid damage from weapons similar Jamyl's superweapon, or similar effects involving isogen-5. [\[13\]](#) From these two points it may be implied that Sleeper drones have been harvesting isogen-5 from within stars as Rogue Drones have in k-space. [\[13\]\[121\]](#)



Sleeper drones were designed to last and their battleship class drones have spent millennia on duty. [\[122\]](#) It is possible that the smaller sleeper drones appear newer because until recently they were not active. The cruiser class drones are titled awakened so may have been in storage or, as they appear based on early Sleeper vessels, required conversion from ship to drone. [\[123\]](#) The frigate drones are titled emergent implying they are a new reactionary development. [\[124\]](#) It is possible that the cruiser class drones have been awakened and the frigates have emerged because of the arrival of the capsuleers. The names may also be a clue to the drones origins. The Awakened cruisers may be the product of Awakened Infomorphs while the Emergent drones may have been developed by Emergent AI.

Sleeper drones have a number of features that seem to have been designed to ensure that they do not go rogue. Various hard-limitations are encoded into the drone's Emergent Combat Intelligence greatly limiting its potential to evolve further [\[43\]](#) and the Neural Network Analysers may monitor drones for anomalies. [\[60\]](#) Each drones Jump Drive Control Nexus is rigged with what seems to be a self-destruct mechanism [\[110\]](#) and the detonation of a drones power supply is immense. [\[125\]](#) It is possible that the drones are fully-fledged AIs, effectively enslaved by the Sleepers. This may be supported by the enslaved Rogue Drones in k-space. [\[290\]](#)

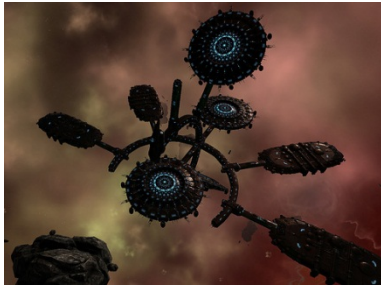
A Sleeper drone was captured and brought to k-space aboard a ship; it escaped tearing its way out of the ship and evading CONCORD. [\[126\]](#) Drones in Hararget ceased responding to signals and went rogue, a similar issue was encountered by the Caldari. A drone is later mentioned to be building a swarm of drones in a deadspace pocket. Finally what appears to be a Sleeper drone was encountered and destroyed by a capsuleer. The Sleepers ability to control other drones may extend to Rogue drones. It is possible the Sleeper drones themselves are capable of this. Alternatively infomorph Sleepers possess the ability. If so in the above case an infomorph may have been "possessing" or piloting the drone in question.

## Oruze

The Oruze Enclave at The Mirror covers the topics solar engineering, photoelectrical engineering, and thermo voltaics. [\[38\]](#) This implies relation to the Sleepers use of thermoelectrics in power generation. Photoelectrical engineering could be aimed at obtaining further energy from the photoelectric effect of stars. Solar Engineering may refer to the Sleepers power generation technology as seen in the Solar Cell sites. It may also refer to altering the stars themselves. This could be achieved by using heat-resistant fullerene-based nano-technology similar to Thermoelectric Catalysts on a star [\[104\]](#) forcing production of additional heat and light for Sleeper power generation systems. It may also be used to maintain the stability of stars, to ensure the Sleepers power supply is sustained for as long as possible. It might also be used to force stars into a blue type-O state generating additional heat, light, and isogen-5 or be necessary in making these stars produce isogen-



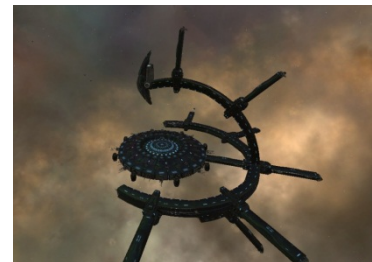
5. <sup>[13]</sup> The application of solar engineering may explain the high number of stellar anomalies, such as black holes, pulsars, etc. in w-space.



Oruze Osobnyk is a site linked by name to the Oruze Enclave. The enclave at the heart of the construct appears to have been entirely redesigned and the engineering stations have also been redesigned. <sup>[38]</sup> This may suggest that whatever project it was part of was in the early phases or had to be achieved swiftly leaving no time for the design of unique facilities. The presence of the engineering stations and the word Oruze hints at solar engineering.

The name of the site is taken from the phrase "Oruze Osobnyk" which continually appears throughout the largely indecipherable transmissions that come from the construct. Oruze Osobnyk has been hinted by CCP Dropbear to have multiple translations, the most direct of which is that Oruze is "Sun" and Osobnyk is "Home" or "Storage". <sup>[127]</sup> This hints towards the sites function being solar power or isogen-5 storage. <sup>[38]</sup> It could also be taken more literally and be related to the concepts behind a Dyson Sphere. <sup>[128]</sup> The single Thermoelectric Converter seems very little for such a large site. It is possible that it is somehow related to the Solar Cell sites or that power is generated here.

The Oruze Construct sites appear to be incomplete Oruze Osobnyk sites. If so this would again imply that building them was one of the Sleepers later projects and was incomplete. The word Osobnyk does not appear in the transmissions from this construct though the word "Oruze" can still be made out. <sup>[38]</sup> The site still possesses the redesigned central enclave but not the other enclaves or the engineering stations. <sup>[38]</sup> It is possible the assumed situation is reversed and the Oruze Construct sites are complete while the Oruze Osobnyk sites still house engineering teams and staff working on the construct. It is further possible that the link between them is less direct with them being different facilities that bear similarities due to both using a re-designed enclave and the word "Oruze".



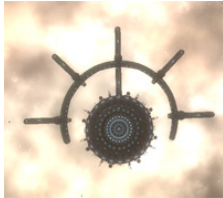
Returning to the hint that Oruze Osobnyk has multiple translations with "Star Storage" being one of them the following translations have been found:

- Oruzje is Serbian for weapon or weapon system
- Banyak is Malay for many or much
- Osoba is Czech for person
- Osoban is Croatian for private or individual
- Jak is Croatian for powerful
- Osobito is Croatian for particularly
- Osoby Naka is Czech for infected persons
- Oruzje Osobito Jak is Croatian for Weapon Particularly Powerful

These translations point to the sites housing a weapon of some kind, containing infected people, housing a powerful individual, or all of the above.

There is also a system in Solitude named Oruse which may be related though it appears unremarkable with a type-k star. It may be notable though that the system was attacked by Nation during the build-up to Incursion.

It has been suggested that the name may mean “Star Bunker” and possibly be a place to survive a strike from some form of superweapon.<sup>[GN]</sup> This also suggests the translation “Star Fort” a fortification style that evolved during the age of gunpowder, when cannon came to dominate the battlefield which was designed, as best as possible, to counter the new technology.<sup>[416]</sup> The shape of the structure is also reminiscent of a star fort.



From above the Oruze sites bear a strong similarity to the shape used in SCT ship designs and the symbols for An and Inanna. See also: Mesopotamian Religion

## The Mirror

The Mirror sites hold Sleeper research and archive enclaves with massive amounts of data flowing out of them.<sup>[38]</sup> The name of the site suggests that the multiple copies of this facility are backups to avoid loss or copies to provide faster access and download speeds.

## Archive Enclave

An archive is a collection of historical records, as well as the place they are located. Archives contain primary source documents that have accumulated over the course of an individual or organization's lifetime.<sup>[129]</sup> In computing an Archive file is used to collect multiple data files together into a single file for easier portability and storage. Archive files were originally used to store important files on alternate media for preservation and recoverability which fits well with the sites name.<sup>[130]</sup>



A digital backup library is also present. Digital backup typically refers to backup of data over a network so it can be assumed that this library was used to store backup data files from the mirror and possibly beyond.

The enclave has data on Emergent Ideologies.<sup>[131][132]</sup> The topic suggests data on how the ideas that constitute a groups goals, expectations, and actions are formed. A firm grasp of this knowledge would allow prediction of how a culture may develop ideologically and awareness of which stimulus might be used to promote certain ideologies in a culture. This may relate to Emergent AI and the ideologies such intelligences might develop. It is possible that this focused on how k-space factions would develop in ignorance of key facts about New Eden. It may also be more philosophical in nature, aimed at studying the development of the Sleepers own ideologies particularly after learning about certain technologies, philosophies, and other truths regarding the Talocan, Terrans, or the EVE Gate.

Other data includes the subjects: Terran Artefacts, Theories of the EVE Gate, and Talocan Technology. New data on Talocan technology was apparently entered from the Archive Terminal suggesting work on it was on-going. Other topics may have also seen on-going research at sites other than the Mirror in w- or k-space with data being passed on to an Archive Enclave. The defining feature of this group of subjects appears to be that they are not studied at the Mirror site rather than being "completed" lines of study. It is notable that the Sleepers held information on the Terrans and the EVE gate here, along with their studies on the Talocan. A connection between the three may exist.

## Biogenetics Research Enclave

Biogenetic is of or relating to the production of living organisms from other living organisms or the alteration of the genomes of living organisms.<sup>[133][134]</sup> Genetic engineering would be a form of biogenetics.<sup>[135]</sup>

The enclave has Animal Cryogenetic Research Laboratories. A definition of Cryogenetics could not be found, however Cryogenetics Ltd is the name of a Norwegian company who invented a method for cryo-preservation of fish embryos down to -130° C (-202° F).<sup>[136]</sup> This may imply that research on freezing animal embryos was conducted. The holding pens at this enclave likely housed the animals used in this research.

There is a section on Human Cryogenetic Applications. While it is strongly implied the Sleepers used cryogenics the focus here would seem to be on the preservation of human embryos. On a darker note there's nothing saying the holding pens were only used for animals.

The De-animation Genealogy Research Library would presumably be a store of data on the relationships between frozen embryos. It is possible the Sleepers were seeking the means to unfreeze frozen Talocan embryos or other genetic material as it seems unlikely they would have required research on their own genealogy.

The student classrooms are, being located in this enclave, likely used for teaching biogenetics and in particular cryogenetics, its implications, and applications. That it was being taught may suggest that this was a long-term project with time for new students to progress into the field or that this was a field new to them requiring the training of experts. It is also possible that the topics were of such importance that many Sleepers wanted to gain some insight into the research and applications being discovered here.

Taken together the subjects of this enclave do not seem to fit its title. The freezing or unfreezing of embryos does not immediately seem to involve genetic engineering unless this was required for the extended periods of stasis the Sleepers intended. It is entirely possible that the term cryogenetics has been misunderstood here and refers instead to frozen genetic material or something else entirely. De-animation is assumed to refer to frozen, leading us to the study of frozen samples family histories. It is possible the intent here was for the Sleepers to find usable genetic samples, potentially in an effort to find the 'untainted' Jovian DNA and use it to genetically engineer a cure to their disease.<sup>[4]</sup>

## Theoretical Genetics Research Enclave

Theoretical is defined as being concerned with or involving the theory of a subject or area of study rather than its practical application.<sup>[137]</sup>

There are Interdigital Neural Activity Laboratories here. Interdigital does not have an entry at common websites. Interdigital Communications is a US wireless telecommunications research and development company. InterDigital is said to be a key contributor to the leading standards bodies with innovations in more efficient algorithms for faster data speeds, increased network capacity, improved battery life, etc.<sup>[138]</sup> This could be related to consciousness continuing during transmission as has been experienced by podded capsuleers.<sup>[13]</sup> Exploring the moment of transfer, when a capsuleer exists as an infomorph would be a likely starting point for discovering how to attain the state permanently. The laboratories could also be related to spreading a consciousness over a network rather than having it all stored on one host reducing the chance of catastrophic loss. As Sleeper drones are shown to use neural networks this technology may have been applied to Emergent AI rather than infomorphs. It is possible development of such a networked AI was

necessary to create a 'thinking machine' powerful enough to resolve the genetic issues causing the Jovian Disease.

Multiple-Ancestry Research may have involved working back from Sleepers, Talocan, or other present in w-space to the bloodlines that created them. It implies bloodlines became mixed at some point requiring this research. If either or both factions originated from Europa Yards Consortium <sup>[13]</sup> it may mean sorting between the bloodlines that made up the consortium. This subject may be related to the search for un-tainted Jovian DNA. It is also possible that the Jovians used other bloodlines DNA to alter their own in which case identifying and separating these multiple ancestries would be essential to finding the un-altered DNA. <sup>[4]</sup>

There is a Statistical Proliferation Archive here. To proliferate is to grow or multiply by rapidly producing new tissue, parts, cells, or offspring. <sup>[139]</sup> The term is also used for the rapid spread of other things such as ideas or nuclear weapons. <sup>[140]</sup> This implies the archive keeps numerical facts and data on spread or growth of something. Given its presence here we can assume that the subject is genetic in nature. This could refer to the spread of bloodlines, linking the subject to locating untainted Jovian DNA or to the spread of the Jovian Disease.

Datagenesis Procedures suggests the creation of new data. Given its presence within this enclave it is likely that this relates to an on-going genetics project. Pulling this together with the Interdigital Neural Activity Laboratories it may be that an AI was spread across the Sleeper network to work on a project requiring massive processing power and an extensive timeframe. This may represent continuation of research after the Sleepers entered stasis or evacuated w-space. This ties in strongly with the description of the Jovian Stasis People who voluntarily enter cryo-stasis for extended periods of time hoping to wake to a better world. <sup>[9]</sup>

Mixed Intelligence Displays may refer to displays on a topic intended for an audience. It could fit in with the student classrooms. Mixed intelligence may refer to different intelligent groups perhaps being linked to infomorphs, AI, and/or Emergent Ideologies. It could refer to the display of data to these different groups. It may also refer to intelligence gathered on multiple groups presented together in an ordered fashion.

Taken together the subjects within this enclave suggest the creation of a system capable of tracing back ancestries and generating data independently. This may be the above mentioned thinking machine seeking a cure for the Jovian Disease.

## Virtual Genetics Enclave

Given the Sleepers mastery of virtual reality <sup>[81]</sup> their ability to model genetics would likely be very advanced. The enclave itself includes a section for Neurodegenerative Case Studies. This could refer to the Jovian Disease which is described as having neurological effects. Processes such as the synthetic translation of external stimuli into neurovisual imagery cause neurobiological damage <sup>[141]</sup> so this could also refer to infomorphs or genetics based Emergent AI, particularly if the AI has to operate for an extended time without maintenance. Constant exposure to these processes has been linked to increased risk of aggressive neurodegenerative diseases even in capsuleers, who have an innate resistance to such neurobiological damage. <sup>[141]</sup> This may also suggest that capsuleer dementia, neurodegeneration, and the Jovian Disease may be related to the point where today's capsuleers are part of a Jovian research project, possibly into the innate resistance possessed by some individuals.

There is a section on Non-Natural Teleology. A teleology is any philosophical account which holds that final causes exist in nature, meaning that design and purpose analogous to that found in human

actions are inherent also in the rest of nature. <sup>[142]</sup> In religion a teleological argument is an argument that the existence of order and direction in nature have a purpose and therefore prove the presence of a Creator. <sup>[143]</sup> Non-natural teleology may refer to final causes that do not exist in nature, such as the Jovians instinctual desire for knowledge, <sup>[1]</sup> to a non-natural creator, or to the creation of an intellect following non-natural drives. The Jovian disease, if originally engineered for a purpose, would have a non-natural teleology. Discovering this purpose may have been the goal of this section. Cybernetics is the study of teleological mechanisms, this may hint at cybernetics being the focus within this section possibly fitting in with the Unsullied Jovian Static ancestry. <sup>[9]</sup>

There are test clinics here. Such clinics are usually involved with testing for certain conditions such as allergies, diseases, etc. Testing here may have been to identify subjects suffering from the condition, establish key markers in identifying the condition, experiment with possible treatments, and/or examine the effects of the disease.

The enclave also has a Bioinformatics Archive. Bioinformatics entails the creation and advancement of data and theory to solve formal and practical problems arising from the management and analysis of biological data. <sup>[144]</sup> This may be where data is stored and progress recorded and/or shared on finding a cure to the Jovian Disease. It is possible this is the result of data genesis research. It fits well with the theory of an Emergent AI working on the Jovian Disease or tracing back to untainted Jovian DNA while the Sleepers are in stasis as methods of managing and analysing the huge amount of data involved would be required.

There is a section on Virtual Mutation. This could be related to the other genetic studies performed here, or involve modelling mutation in reverse to find original versions as part of the search for untainted Jovian DNA or an original form of Jovian Disease. Another use would be attempting to predict the changes in a Vitoxin-like virus. <sup>[432]</sup> It could be used to track the changes to a bloodline, or bloodlines, over time. It may also have been used in the creation of Emergent AI if a genetic environment was used in its generation. It may also be related to The Order and the mutation that has given them abilities beyond base-line and capsuleer humans, <sup>[10]</sup> particularly if The Order are infomorphs.

The other section present is Emergent Systems Design. If this relates to Emergent AI then its presence within the virtual genetics archive suggests that either AI whose primary purpose involved genetics or that the AI was genetics based. Both may be true. Generating Emergent AI involves creating an atmosphere in which an advanced system can self-assemble its own consciousness. <sup>[111]</sup> If virtual genetics and virtual mutation were integral to this atmosphere the resulting AI would likely perform exceptionally with regard to genetic problems. A side-effect of this may be that such an AI could be subject to genetic and neurobiological issues. Alternatively it may refer to systems design, the process of defining the architecture, components, modules, interfaces, and data for a system to satisfy specified requirements. <sup>[436]</sup> This could imply continuing progress being made on the Sleepers projects through the use of Emergent AI capable of designing better systems to achieve its purposes. It is possible such an AI would be able to iterate upon itself, though given the drones strict limitation on AI evolution this seems unlikely.

Taken together the sections of this enclave suggest the design of an emergent system capable of independently managing and analysing genetic data. It may have been applied to searching the genetic past of a bloodline, or multiple bloodlines, it may also have been designed to attempt various mutations to solve a genetic problem. These ideas suggest a search for a cure to the Jovian Disease.

The Biogenetics, Theoretical Genetics, and Virtual Genetics research enclaves seem to be closely related. The first appears focused on making use of frozen DNA found in w-space. The second seems to be working on the theoretical possibility of a system capable of solving a specific problem. Can such a massive neural network be constructed, is the genetic and historical data necessary to initiate such a project available, is expecting results from this data reasonable, and could such a system produce new data and/or solutions independently. The third appears focused on the application of these theories providing detailed data on the subject, establishing how existing and new data is handled, and generating a system capable of solving the problem. It is possible that these facilities were responsible for the creation of the virus which causes the Jovian disease designing it and its mutable, possibly emergent, nature for some purpose.

## Medical Enclave

This enclave has sections for emergency, triage, and stasis, along with four quarantine sectors lettered A, B, C, and X. Emergency, triage, and stasis would likely appear amongst any advanced medical facilities with stasis being used to keep patients alive until a specialist or organ arrives, a cure is discovered, etc. The quarantine sectors are more interesting. They may be related to the Talocan quarantine <sup>[38]</sup> or to the Jovian Disease. Quarantine is compulsory isolation, typically to contain the spread of something considered dangerous, often but not always a disease. <sup>[145]</sup>

In the study of molecular evolution, a haplogroup is a group of similar haplotypes that share a common ancestor with a single nucleotide polymorphism mutation. <sup>[146]</sup> A, B, C, D & X are the haplogroups of the indigenous peoples of the Americas isolated there by the flooding of the Bering land bridge. <sup>[147]</sup> This may hint towards the quarantine sections being used in reconstructing the lost Jovian DNA, tying in with the Puritan Jovian ancestry. <sup>[4]</sup> The Sleepers may have been looking for a missing haplogroup among the Talocan, who are noted to have links to the Aztecs and the Americas.

## Security Enclave

Virtual Kinectic Research has a section here. Kinetics is a term for the branch of classical mechanics that is concerned with the relationship between the motion of bodies and its causes, namely forces and torques. <sup>[148]</sup> In plasma physics, kinetics may be linked to solar flares and supernova. It is a broad topic and may be applied to many fields. <sup>[148]</sup> Potentially used in making simulations that better reflect reality this could be related to Oruze and stars, to modelling the possible effects of Thermoelectric Catalysts within a star or relate to isogen-5 itself. It could also have been used to model the movement of stellar bodies to minimize the chance of disruption due to solar flares, asteroid strikes, and other phenomena. This would fit with its presence in the security enclave. Kinetics may also tie in with teleportation, possibly making this the place where the teleportation power displayed by the Awakened Infomorph was discovered. <sup>[433]</sup>

There is a section on Artificial Intelligence Perpetuation Technology. Perpetuation is the act of prolonging existence, of keeping something alive or active. <sup>[149]</sup> This implies that the technology here was intended to keep the Sleepers Emergent AI functional for an extended period of time with the likely proviso, or possibly even primary focus, of ensuring it does not evolve or spread beyond expected parameters. This fits in with many things Sleeper being designed to last. It may have some bearing on the Sleeper drones and their apparent continued production. It may involve the creation of new Emergent AI or prolonging the functional existence of such AI. If an AI was working on a problem for the Sleepers then it would have been important to ensure it lasted long enough to finish the work or was succeeded in its task.

Another section is titled Interstellar Surveillance Task Force. This may represent a police force or intelligence agency, possibly similar to CONCORD. <sup>[52][52]</sup> It may also refer to a task-force assigned to observe something; potentially the Sleeper Drones are this task force given the items in the Vitrauze



Agreement. <sup>[73]</sup> The taskforce may have been assigned to keeping vigil for whatever the Talocan seemed to have been on watch for. This would tie in with the defensive nature of many site names. It could also refer to the idea of creating such a task-force to observe the factions and monitor their development, a role CONCORD also seems to have filled well. <sup>[52]</sup>

There is a section on Anti-Thermocryogenesis Research and Implementation. Thermocryogenesis appears to be the effect of varying temperatures and is linked to stress and buckling in materials subjected to it. <sup>[150]</sup> If so anti-thermocryogenics could provide a defence against this effect improving reliability and survivability of parts subjected to rapid heating and cooling. Taken with the Sleeper drones armor and heat damage it can be implied that the focus of this was to enable Sleeper drones to survive both the cold of space and the heat of a star, along with rapid transitioning between the two. With what we know of isogen-5 harvesting this technology may be essential for the process.

The final section is the Modulation Navigation Network. Modulation is the variation of a property of an electromagnetic wave or signal, such as its amplitude, frequency, or phase. <sup>[151]</sup> Jump gate technology makes use of gravitational waves and resonance to create wormholes. <sup>[93]</sup> It is possible that the Sleepers used the modulation of gravitational waves as a previously unknown form of travel, perhaps using wormholes or spatial rifts. In telecommunications, modulation is the process of conveying a message signal, for example a digital bit stream or an analogue audio signal, inside another signal that can be physically transmitted. <sup>[151]</sup> It is possible the navigation network was used to guide ships or to build up a navigational system or map using communication between Sleeper drones as they are noted to have modified fluid routers and Ancient Coordinates Databases likely making them able to transmit and store navigational data. <sup>[61][116]</sup> It has been said that: "The capsuleers. They will settle. They will understand the network eventually, and they will command it." The source, Anokis <sup>[14]</sup>, suggests the network has something to do with w-space. If this is the case it is possible capsuleers will somehow be able to make use of the Modulation Navigation Network.

## Communications Enclave

This has sections on Microvirtual Transmission Sensors, Sensor Backup Systems, Operation Servers, and Detransmission Clusters and seems to serve the primary purpose of detecting and jamming communications. These may make up a defence against electronic warfare, hacking, or infomorphs. It should be noted that there are other structures that are likely used for the Sleepers own communications. <sup>[87][88]</sup> The Proliferation News Network Studios possibly offers more, hinting at news worthy events occurring in w-space and potentially being reported back to k-space. It may be linked with the statistical proliferation archive. This enclave may focus on maintaining the suppression of information or technologies, along with establishing news services that are useful in maintaining a secret or handling the revelation. The key to gaining an understanding of the enclave may lie in the meaning of "microvirtual" a word for which I can neither find nor deduce any reliable definition.

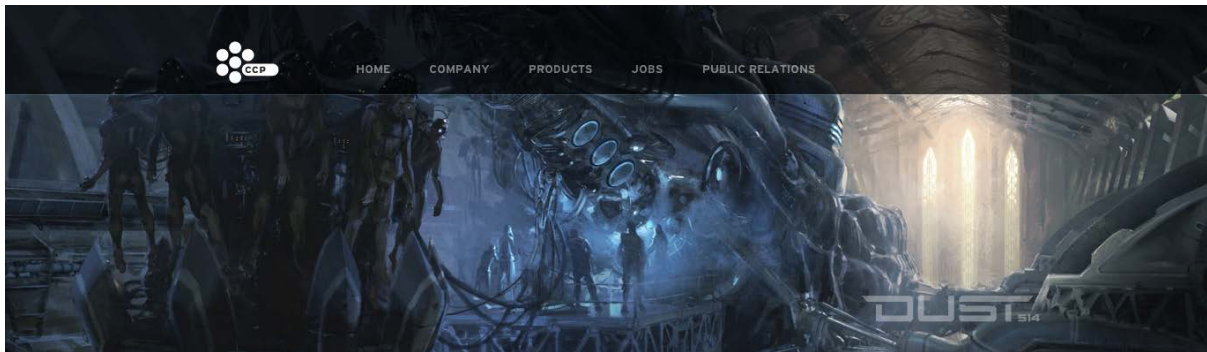
## Empire Involvement

The Sleepers seem to be able to pull VR data from empire fluid routers and enhance it. <sup>[152]</sup> They can create VR more realistic than contemporary technology. The only representative so far encountered was a copied VR communication with no life in its eyes. This may suggest the entity making contact is an Emergent AI rather than an infomorph. The sole point of the message appeared to be a request to leave. This possibly indicates communication with an AI working or solving a problem and/or keeping watch for threats which has no desire to be distracted or to have the secrets it is guardian over uncovered. The astrophysicist in w-space who received this communication at one of the mirror sites appears to have been killed as her brain scan data did not cross back to empire space. However her unique network ID was accessed and a locus was entered rather than the correct password. <sup>[152]</sup>



This would seem to be an important location, possibly hinting at a yet undiscovered w-space system or something significant and unnoticed within one of the known w-space systems. It seems likely that examination of this system may reveal whatever secret is hidden in w-space.

The astrophysicist, Lianda, was "taught by the best"<sup>[14]</sup> which implies SCT schooling, an interesting link considering the Jovian involvement in w-space and the Sleepers and SCT sharing the use of the "half star" symbol. It was important that she have a clone, possibly the important factor here was that she was an infomorph. <sup>[14]</sup> This would be notable given that the Awakened Infomorph may represent what became of the Sleepers. <sup>[123]</sup> Another notable factor appears to be that there were two copies of this individual which may indicate that the Lianda personality sent to w-space may turn up again and require absolute confirmation of its identity, something a second copy of the individual would excel in providing. There is also talk of Ishukone having previous experience relating to this matter. <sup>[14]</sup> This may refer to their negotiations with the Jovians <sup>[153]</sup>, to Gariushis contact with the Rogue Drones <sup>[13]</sup>, or to the founder of Zainou who transferred his mind to a machine, effectively becoming an infomorph. <sup>[20]</sup> It may be worth noting that Zainou is one of the four empire corporations with buy orders for Sleeper components on the SCC market. The other three are the Emperor Family, CreoDron, and Thukker Mix.



The above image from [ccpgames.com](http://ccpgames.com) suggests that Sleeper technology is used by the Amarrians in the development of Dust soldiers. The Amarr capture and dissect Sansha ships for new technologies which would be taboo to experiment with. Given this and Nations knowledge of cloning technology having improved vastly since they entered w-space it is possible that either the Sansha advances revealed the existence of this Sleeper technology or that similar technologies were obtained from the Sleepers by both factions independently.

## Phase Catalyst Node

The site name Phase Catalyst Node suggests use for chemical reactions. <sup>[38][154]</sup> It may be related to phase transition, between solid, liquid, gaseous and plasma states. <sup>[155]</sup> Or even between biological and infomorph states. It may also refer to catalysing stars possibly for isogen-5 similar to a suspected use of the Talocan Disruption Tower. <sup>[156]</sup>

These nodes may be the Sleeper equivalent of an acceleration gate, bearing a visual similarity and with a description calling their purpose into question. <sup>[38][SD]</sup> This may be supported by phase being a form of modulation and the Mirror making reference to the Modulation Navigation Network. <sup>[SD]</sup>



## The Line

The Line site has no structures. It is implied that something did occupy this site a long time ago. [\[38\]](#) The huge amounts of data passing through the area may be related to the Sleeper network though there is apparently no receiver present. It is possible the name suggests that these sites physically line up, being part of a route or relay or that they provide a line of communication with k-space. It is said there was activity on the line after the first w-space expedition [\[73\]](#) which implies that either the site still functions somehow or that the system it is part of still operates as if it does. The lack of structures here may indicate the deliberate destruction of the site or they may still be present but cloaked. If this site allows transfer of data with k-space it may also be able to transmit infomorphs.

## Awakened Infomorph

An Awakened Infomorph has been sighted at multiple occasions of Sleeper aggression against capsuleers. It was also seen observing conflict between Sanshas Nation and capsuleers. In both sightings of a non-natural spatial rift have also been reported. [\[439\]](#)

The entity has allegedly teleported capsuleer vessels up to 200km away from the original positions without warning.

After the Awakened Infomorph was sighted in the Promised Land system, where Nation has established stable wormhole, Rogue Drone hives began to appear. These drones have begun to displace the local Blood Raiders.

This may be related to the entity passing into Rogue Drone space reported in the Code Aria Inquiry. [\[398\]](#) This suggests an Awakened Sleeper may be responsible for the Rogue Drone hive at the Europa Yards Consortium station. This may hint at these infomorphs enslaving the Rogue Drones. [\[290\]](#)

This document also brought to light an extensive pattern of outside interference in various A.I. projects which could also be linked to the entity. [\[398\]\[439\]](#)

The Awakened Infomorph has not engaged in any form of diplomacy, its sole known contact with capsuleers was when asked if it was present to help at the Nation incursion to which the entity responded “no.” [\[439\]](#)

It is possible the Awakened Infomorph is an example of the state achieved by the Sleepers slumbering population. If so the majority remain asleep and it cannot be known for sure if the active infomorph represents the will of the Sleeper race.

## Grand Project

It would appear the Sleepers were involved in some grand project. They were generating power for an unknown purpose at the Solar Cell sites, there are fullerene reservoirs described as “Instrumental”, the Oruze sites imply the collection of isogen-5 as do certain points regarding Sleeper Drones. Rogue Drones, apparently enslaved by the Sleepers [\[290\]](#) were also harvesting isogen-5 in k-space.

It is said “the immense stock of isogen-5 which detonated before their eyes was entangled with numerous stockpiles in even greater quantities, assembled for a very specific purpose, and

deliberately scattered throughout the New Eden cluster and beyond.” And that “the ancient race which had placed them there possessed not only a vision beyond the grasp of today's science, but also the technological advancement necessary to realize its potential.” <sup>[295]</sup> It would seem these stockpiles were gathered for some purpose that was not achieved, though the nature of that purpose remains unknown.

Rogue Drone space was entered when an advanced hack was used on one of the CONCORD controlled entry gates. Something passed through though ship-class could not be identified, nor could the presence of a ship be confirmed. This may indicate an infomorph entering Rogue Drone space, which may imply their slavery was brought about by the Sleepers.

The fullerene reservoirs (and thus reliance on w-space materials) may be linked to teleportation. The known Jovian teleportation attempt involved a complex fullerene capsule. <sup>[30]</sup> It is possible this was applied to Virtual Kinetic Research and/or resulted in abilities like those employed by the Awakened Infomorph. <sup>[433]</sup>

This project, along with many related Sleeper technologies, may have been inherited from studies of the Talocan or the Yan Jung.

The entire project seems designed to maintain and operate itself while the Sleepers were in stasis “waiting for a better world”. <sup>[9]</sup>

It is possible the Sleepers, or some of them, are now awake. This would indicate the project may have succeeded, failed, or they have had to wake up to deal with recent events. If the explosion of the isogen-5 stockpiles was not planned then it would seem the project has failed. <sup>[295]</sup> If it was the Sleepers successful subversion of the original plan then they may be waking to a successful escape.

The original project seems to have required massive entangled Isogen-5 stockpiles. This makes the small stockpile collected by the Rogue Drones, used to refuel Jamyl's super-weapon, an oddity. It is a more recent addition and relies upon Rogue Drones and knowledge of Terran site locations. The Sleepers know about Terran artefacts and would seem to have the technology to control the drones. This may indicate that the Sleepers were behind the weapon and involved in the rise of Jamyl Sarum.

The Sleepers mastery of neural interfacing <sup>[81]</sup> and links to infomorphs may explain the additional data written to Jamyl's clone and the new personality and powers expressed by her. <sup>[13]</sup> This would implicate the Sleepers in the actions of Falek Grange, Jamyl's rise to power, and Amarrs success against the Minmatar incursion.

# Talocan

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The Talocan are described as a migrant culture with a firm grip of astronomical engineering [\[157\]](#) whose ships appear designed to travel vast stretches of space for extended periods of time. [\[74\]](#)

They are said to have led a busy but spartan existence. [\[158\]](#) Being an ancient culture it is possible they saw the collapse of the EVE gate perhaps existing at the time primarily in space or using space flight to escape a now poorly supplied colony. This may link them to Europa Yards Consortium. [\[16\]](#)

Their COSMOS sites are located in Caldari space. The significance of this and the distance Heaven should the Talocan be the First Jovian Empire is unknown. Given their migrant nature the location may not provide any clues to their history.

## Aztec Mythology

Tlalocan is the first level of the "upper worlds", or 'heavens' in Aztec mythology. [\[159\]](#) It was reserved for those who had drowned or had otherwise been killed by manifestations of water, such as by flood, by diseases associated with water, or in storms by strikes of lightning. It was also the destination after death for others considered to be in Tlaloc's charge, including the physically deformed. The story title "Jovian Wet Grave" may suggest that to die by water is to die to the capsule. To die by water and/or lightning may relate to the infomorph state, rising to this "heaven". The name may also relate to the Heaven constellation, home of the first and second Jovian Empires. [\[3\]](#)

Nahuatl or "Aztec" remains a living language spoken in scattered communities, mostly in rural areas. [\[160\]](#) There are considerable differences between varieties and they have all been subject to varying degrees of influence from Spanish.



Tlaloc himself was an important deity in Aztec religion, a god of rain, fertility, and water. [\[161\]](#) He was a beneficent god who gave life and sustenance, but was also feared for his ability to send hail, thunder and lightning, and for being the lord of the powerful element of water. He was associated with caves, springs and mountains. He is said to have demanded child sacrifices.

Items produced by the Talocan Technology skill have names such as cactus, desert, heat, brave, high noon, sheriff, canyon, trapper, nugget, poacher, posse, prospector, poncho, siesta, wolf, snake eyes, and whiskey. [\[162\]](#) These seem to relate to Mexico and/or the American frontier or 'Wild West'. This link may reinforce the Aztec references.

## Aztecs and the Pole Star

The pole star was the pivot point for the Aztec Universe, the place of the dead. 13 domed regions revolve around it. [\[163\]](#) Made up of the then known stars, the Moon, Sun, Clouds, Lightning, Rain, Heat & the earth. As for the dead of the pole star it was divided into 4 regions, one for each direction. East is for warriors, sacrifices, and tradesmen who die in far lands. South is for those who die in or by water. West is for women who die in childbirth while the North is for Children. Given the idea regarding the "Wet Grave" the Talocan Pole Star may have been populated by infomorphs.

Huehueteotl (also Ueueoteotl, Xiuhtecuhtli, and Xiutechuhtli) was an Aztec god of the hearth and the fire of life associated with the pole star and the north. He and serves as a skybearer. [\[164\]](#)

These tie the Talocan Polestar to the Talocan-Aztec association along with suggesting a focus on space and the stars appropriate for a migrant faction living in space.

## Technology

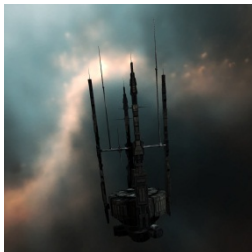
The Talocan were masters of spatial manipulation and hypereuclidean mathematics. <sup>[162]</sup> Spatial manipulation implies the manipulation of spatial dimensions. One known application of this would be technology such as the planc bubble field which makes the interior volume of a container greater than the volume of the container itself. <sup>[166]</sup> Hypereuclidean mathematics is mathematics concerned with dimensions beyond the standard three-dimensional space of Euclidean geometry. <sup>[167]</sup> The only known example of this is the non-linear teleportation used by The Order <sup>[10]</sup> and the Awakened Infomorph. <sup>[433]</sup>

Their COSMOS items also suggest strong mathematics as well as mechanical excellence. The items produced by Talocan Technology include various shield tanking, cloaking, CPU upgrade, and capacitor equipment. <sup>[162]</sup>

Their technology in w-space appears modular in nature with structures having hinges, propulsion systems that allow independent movement, and seemingly the ability to detach from each other. <sup>[156][157][175]</sup> This, or Sleeper derivations of it, may form part of the modular nature of t3 designs.

Talocan structures have survived millennia, seemingly longer than the Sleepers have been there, <sup>[38]</sup> and there has been no indication that they focused on designs that would last as the Sleepers did. That their relics survive at all may hint at the Talocan being significantly more advanced than the Sleepers.

## Travel



The Talocan used static gates that share "many similar aspects with modern acceleration gates." <sup>[168]</sup> This hints at the Talocan not having mastered wormhole or spatial rift travel, possibly not even contemporary jump-drive or warp travel. While this fits in with the drifting Talocan Embankment Destroyer it does not seem to mesh well with their firm grasp of astronomical engineering nor their mastery of Hypereuclidean mathematics and spatial manipulation.

If the Talocan kept slaves and largely stayed aboard the Polestars it is possible the technology they allowed their subjects to operate was scaled down to the minimum for security reasons.

The Minmatar constructed acceleration gates and had begun experimenting with much larger gates capable of sending ships between solar systems. <sup>[93]</sup> Other races found jump gate relics on which to base their technology it could be thought that the Talocan did not have access to these relics early on though given other evidence it seems more likely that the gate technology they developed is superior to standard jump-gate travel or more appropriate for application in w-space.

It seems all Talocan sites have static gates implying these were necessary for travel between them. <sup>[38]</sup> The oddity here is in the name "static" gate which implies the existence of mobile gates or other mobile forms of travel. This may include that used by the massive vessel which presumably deployed the Polestars. <sup>[157]</sup>

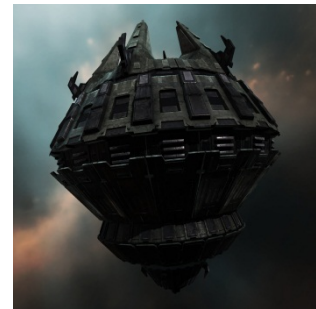
Being masters of spatial manipulation and hypereuclidean mathematics could tie them to other forms of travel such as wormholes, spatial rifts, <sup>[40]</sup> and possibly to the non-linear teleportation used by The Order. <sup>[10]</sup>

## Polestar

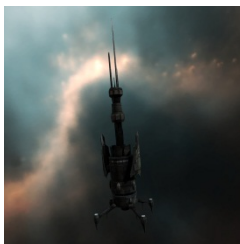
The Polestar is said to be self-sufficient with independent capabilities. <sup>[157]</sup>

It is a necessary structure for the migrant Talocan culture, the nerve centre of their complexes, and the heart of Talocan survival. This reflects the importance of the pole star to the Aztecs. Its description and ties to the hearth support the idea that these structures were home to the Talocan. It is also possible its importance to the Talocan may be related to the association between the Polestar and navigation. <sup>[AK][424][425]</sup>

Perhaps not referring to travel the Polestars could be the structures from which they led their subjects. The Polestars show signs of having been jettisoned many times. Though no clue is given as to what jettisoned the large structures it may be related to the massive vessels the Yan Jung seem to have used. <sup>[64]</sup> Polestars have propulsion thrusters, though these may be used only in the deployment of the structure. This implies deployment of the Polestar at various sites for essential purposes such as resource collection, with the structure later being collected for redeployment elsewhere.



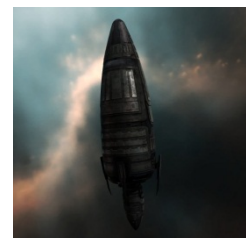
## Disruption Tower



Noted as an unsettling relic the purpose of the Disruption Tower is largely unknown. <sup>[156]</sup> It is possible the purpose of the structure is to disrupt wormholes or spatial rifts being tactically similar to a cyno-jammer. Perhaps it disrupts infomorphs explaining why a capsuleer would find it unsettling. It is also possible it was used to disrupt stars, the syringe-like structure acting as a massive nanobot injector <sup>[170]</sup> inserting Thermoelectric Catalysts <sup>[104]</sup> into the star. It is possible this is what produces isogen-5, that suitable stars can be catalysed to provide more isogen-5, or other stars can be pushed into a suitable state. This process may be the cause of the high number of stellar anomalies within w-space. The structure may be used to disrupt planets injecting them with wormholes and harvesting the materials extracted. This may be what is shown in The Terminus Stream. <sup>[33]</sup> The tower may also be a weapon, used against planets, or stars, or structures. The presence of Disrupted Talocan Polestars <sup>[171]</sup> may suggest the towers were turned against them or be a coincidence in naming. They may also have been turned against the worlds of the Yan Jung <sup>[172]</sup> and if reverse-engineered (or rediscovered) could be the source of the rumoured Jovian superweapon capable of destroying worlds. <sup>[32]</sup>

## Extraction Silo

Containing cavernous storage areas, thick walls, and extensive ventilation the silos previous contents are unknown. <sup>[173]</sup> Both the Talocan Extraction Silo and Hollow Talocan Extraction Silo share the same description possibly indicating an error on CCPs part or an unfinished item in the database. <sup>[174]</sup> The described silo is empty and the residue inside reveals nothing known in modern times, or even odd genetic combinations. The structure may have been used to store extracted isogen-5 as it is currently unknown to most of the cluster. If so it is possible the Sleepers discovered, or perhaps re-discovered, isogen-5 through studying the Talocan. The silos may have been used for another advanced resource the Talocan extracted that would not be recognised by the current factions.



## Life-Support Cores

Found in k-space these items show the use of fullerenes by the Talocan in k-space, implying they either obtained them in w-space and shipped them back, or obtained it in k-space This may have been done before fullerite became scarce in New Eden. <sup>[105]</sup> It is possible that Talocan resource

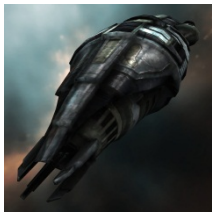


gathering contributed to this scarcity and may have prompted the Talocan to migrate to w-space. Also notable is that these life-support cores are for stations while the Talocan are described as a migrant race. It is possible the Talocan only became migrants when fullerites became scarce or perhaps they later settled and gave up their migrant culture. It is also possible that the Talocan in w-space represent a migrant sub-section of a larger settled group. Notably there is an instance where the Talocan complex is referred to as a station so these may have been used in w-space. [\[156\]](#)

The cores unusual nature may suggest technology more advanced than contemporary or Sleeper technology. This ties in with the concept of technology in New Eden becoming more advanced the further back one looks.

These items display what seems to be pulsing electronic activity which may link them to the electronic interference evidenced at certain Sleeper structures.

## Vessels



Talocan ships can be found though they have been gutted and left to drift. [\[75\]](#)[\[76\]](#)[\[77\]](#) Possibly stripped by those left behind when the Talocan disappeared, perhaps because they were useless for escape if they could only travel through the static gates. All known Talocan vessels have a pronged device at the fore that appears identical on each vessel in both appearance and size (looking large on the frigates and small on the battleships). They may be used to attach or dock the ships to Polestars or other structures. The resemblance of the inner parts to needles may imply relation to the Talocan Disruption Tower. [\[156\]](#)

The vessel that housed Jamyl's superweapon had several release points and particle emitters rigged onto it. [\[121\]](#) The prongs on Talocan ships could represent another version of this technology.

There are battleship class vessels which show grace and efficiency, offline and abandoned though not gutted. These ships look sturdy enough to be rebuilt. It is suggested that they may be a trap. [\[74\]](#) These Embarkment Destroyers appear to either be created to drift possibly for assembly on arrival or to survive travel across vast stretches of unknown space for extended periods of time. This may be related to the Talocans migrant nature. The word Embarkment in the title may imply the ship was used for boarding actions, this may explain the prongs on the Talocan vessels.



## Other Cultures

The Talocan outpost hub has advanced technology mingling with rustic repairs and patchwork assemblages. [\[175\]](#) Some of the technology is said to be ancient and very rudimentary in design, harkening back to cultures long gone, yet with hints of familiarity. In addition the Offline Talocan Reactor Spires are said to resemble a combination of different styles, many reminiscent of modern power stations. [\[176\]](#) It is worth pointing out here that the Talocan Reactor Spire item (note the lack of "offline") has the description for a Talocan Outpost Hub indicating that it is unfinished and may appear in future content. [\[177\]](#)

It is possible some of the technology found in these structures comes from the Sleepers but it seems unlikely with the reference to "cultures" and "styles". The familiarity could be caused by the technology level of the repairs being similar to that of the current empires. This may indicate the Talocan losing access to advanced technologies and reverting to older designs, possibly required if they were stranded in w-space. It is also possible other cultures were with the Talocan working



alongside them or as slaves. If the Talocan left people behind in w-space the repairs may be explained by their attempts to survive as long as possible.

Talocan Coupling Arrays are conjectured to contain escape vessels, food bins, fuel resources, or equipment for punishment. <sup>[178]</sup> Some theories purport that all of the above are true. The Exchange Depot was seemingly used for imprisonment, cultural exchange, or both. <sup>[179]</sup> It is prevalent among the outposts, displaying its importance in Talocan society. These structures seem to suggest that the Talocan practiced slavery; the exchange might have been a place where slaves are bought and sold. It is also possible that the Talocan studied other bloodlines, the cultural exchange being the use of their genetics though what the other cultures received in exchange is unknown as is what cultures there would have been to exchange with in w-space. It should be noted the database also contains the Inverted Talocan Exchange Depot, though it shares the description of the standard version. <sup>[180]</sup>

It is possible that if the Talocan engaged in slavery they are the origin of the Vitoc method which is implied to be highly advanced. <sup>[12][432]</sup>

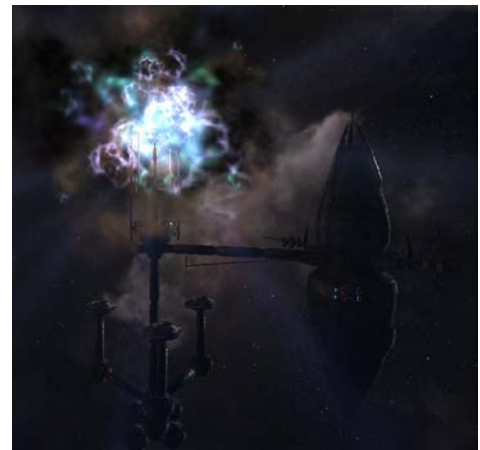
## Quarantine Area

The Quarantine Area site has a Disruption Tower as well as an Extraction Silo, two Engineering Stations, three Reactor Spires, an Outpost Hub, and a Static Gate. <sup>[38]</sup> It may have been used for the extraction and storage of materials and hints towards the possibility of the extracted materials being used for power generation, or the extraction of materials requiring a significant amount of power. This may tie in with the nature of the Oruze facilities.

A broadcast message states that the region is infected. The origin of the broadcast is unlikely to be the Sleeper drones as they communicate in their own proprietary language <sup>[116]</sup> it is possible that the message originates from one of the Talocan structures. The infection may be related to the electronic interference. It may also be related to Kynoke, <sup>[181]</sup> perhaps left behind as a trap by the Talocan. The infection may be a form of Vitoxin and/or the Jovian Disease. <sup>[432][431]</sup>

## Core Garrison

The Core Garrison site includes a spatial rift, an observation dome, an outpost hub, a reactor spire, and a static gate. <sup>[38]</sup> It would seem the purpose of the site is to garrison the rift though the purpose of the rift and nature of the site remain a mystery. It may be linked to the Talocans mastery of hyperecludian mathematics <sup>[162]</sup> and might suggest the Talocan arrived in w-space through natural or artificial spatial rifts. <sup>[40]</sup> It is possible the Talocan garrisoned these rifts expecting trouble from the other side or from their people or subjects. The rift may have been garrisoned because the Talocan were already at war. The only known faction which may have been able to challenge the Talocan in their era were the Yan Jung.



## Minmatar Connections

Both the Talocan and early Minmatar used acceleration gates for travel. Both also seem to have displayed a high level of mechanical excellence. <sup>[169][182]</sup> The Talocan used polyferrous materials <sup>[183]</sup> while the Minmatar use fernite carbide. <sup>[184]</sup> If the Talocan were the First Jovian Empire then both factions were led by “Elders”. The Talocan may be linked to The Order who have claimed the Minmatar were the closest to achieving what they had and seem to have influenced their development. <sup>[10]</sup>



# Yan Jung

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Yan was a state during the Western Zhou, Spring and Autumn, and Warring States periods of Chinese history. <sup>[185]</sup> Its capital was Ji (nowadays Beijing, also known as Yanjing, "capital of Yan"). This implies a connection to china. There is also a possible connection to Korea as the name Jung means righteous in Korean. <sup>[186]</sup>

The Yan Jung immigrated through the EVE Gate and fragments of text about their origins mention a "middle kingdom". <sup>[172]</sup> The Chinese characters for China mean "middle" or "centre" and "country" or "state". <sup>[187]</sup> There is also a period of Egyptian history known as the Middle Kingdom of Egypt <sup>[188]</sup> and there are the Middle Kingdoms of India from the classical period. <sup>[189]</sup>

The Yan Jung are believed to have settled in Deltole, with many finds made on Deltole V and VI which seem to have been much more inhabitable during the Yan Jung Era. <sup>[172]</sup> Deltole V is currently a magmatic planet while VI is a temperate world. <sup>[190]</sup> It is suspected they also colonized other systems, even in far off places, possibly implying w-space. This spread may suggest that some of the Asian bloodlines are descended from the Yan Jung.

The mission Deception states that it is rumoured the Serpentis have taken an interest in Yan Jung relics and have uncovered an important piece of the biggest riddle surrounding the Yan Jung nation.

## Technology

The Yan Jung nation possessed advanced gravitronic technology and force field theories. <sup>[192]</sup> The items constructed using Yan Jung technology have names that seem to represent two different themes. Bootleg, cartel, mafia, pilfer etc. seem to refer to organized crime while aura, harmony, love, nature, peace, and wild seem to imply a connection to eastern philosophy. This may reflect the existence of a criminal cartel within or closely related to the Yan Jung akin to the Chinese Triads. <sup>[193]</sup>

Yan Jung technology appears highly advanced, in line with technology in New Eden getting more advanced the further back it is found. One known Yan Jung relic is described as having some sort of a repelling force that's almost impenetrable along with regeneration mechanics and a perpetual power source. <sup>[172]</sup> The items use is unknown but it shows a level of expertise in the field of lasting equipment and power generation vastly beyond that of the Sleepers.

They appear to have also possessed advanced computing and nano-robotics. Their regeneration systems may mean that many Yan Jung relics remain to be discovered. <sup>[172]</sup>

Yan Jung COSMOS modules include damage controls, warp core stabilizers, ECCM, armor repair, remote armor repair, and mining lasers. <sup>[192]</sup>

Yan Jung relics have been retrieved both from an excavation site on Matari Prime and in w-space that date back roughly fourteen to fifteen thousand years which is stated as being the late Yan Jung era or shortly thereafter. <sup>[64]</sup> This connects the Yan Jung to both locations.

The relics were engine parts whose size implied use in massive engines far larger than any modern dreadnought. <sup>[64]</sup> It seems Yan Jung technology is being used by the Minmatar in Project Skymother, construction of which is nearing completion or complete. It is, presumably, a massive ship. Sublight and jump drive systems are mentioned and a gravometrics engineer is involved. Project Skymother may be linked to the Elders prophecies mentioned in Stranded. <sup>[447]</sup>

The dating of these artefacts also places the end of the Yan Jung Era around the same time as the First Jovian Empires rise and early history. For their age to end around a thousand years after the EVE gates collapse despite them spreading across the cluster may imply that the Yan Jung recovered far quicker than the Jovians and lost much less technology or that they may have lost almost nothing to the gates closure.

Sanshas Nation is said to have used advanced gravitronic and force field technology during incursions. <sup>[194]</sup> Their wormhole generation device generates the gravitational force of a star over just a few short kilometres, compressing the fabric of space-time into a temporary singularity. This ties in with both Yan Jung Technology <sup>[192]</sup> and the Yan Jung Singularity Fact Sheet. <sup>[195]</sup> A Sansha carrier is mentioned to be shrouded in a layer of projected energy shielding so thick that one could barely see the heavy armor plates beneath. Supplemental capacitors connected directly to the built-in shield emitters generated a field far more powerful than a normal shield but highly unstable causing a tremendous blast of energy to spread out in a spherical pattern, physically pushing ships away with the “crushing” force of charged gravitons. This combination of gravitronic and force field technology seems markedly Yan Jung. Ancient weapons, rumoured to contain abilities previously unknown to the empires, have been retrieved from archaeological sites in the past. <sup>[196]</sup> These examples seem far beyond both contemporary technology and that of the Sleepers. It should also be noted that Nation made an incursion into the Deltole system <sup>[191]</sup> where the Yan Jung settled and that the Yan Jung also left relics in w-space which may have been uncovered by Nation. <sup>[64]</sup>

## Archaeological Lot GV87-426

An artefact lot designated D looks like half a starship modified into ground-based living quarters. <sup>[197]</sup> Several panels are inscribed with decorative symbols. A series of large rectangular cases contain corroded circuit boards with rows of finger-sized crystalline vials anchored to one face; some of the vials are still intact and contain a foggy gaseous substance. A section from what appears to have been a hydroponics lab contains trays of organic matter, fossilised from exposure to the moon's arid conditions and thin, nitrogen-argon atmosphere.

Artefact lot E looks like half a starship, again modified into ground-based living quarters. <sup>[198]</sup> Several panels are inscribed with decorative symbols, possibly writing. The carefully-dismantled panels are accompanied by several crates filled with pieces of what appear to be small-industry mining tools, encrusted with moon-dust. The oxygen-free lunar atmosphere prevented rust from forming on the metal, and writing etched into the flat surfaces is clearly visible. Another crate is filled with core samples and geodes. A note accompanying the find indicates that the minerals have no known industrial property in any part of the present-day Federation, and further research will be needed to determine the purpose of the pre-Federation miners.

It can be implied from their descriptions that these items were found upon a moon within the Federation. Yan Jung COSMOS is located in Federation space, as is Deltole where they originally settled. The symbols that are more clearly seen as writing in the second artefact may suggest the use of sinographs tying them further to the Yan Jung. <sup>[199]</sup> The existence of Yan Jung COSMOS mining lasers <sup>[192]</sup> along with the minerals found with artefact E suggests that the Yan Jung had uses for minerals undiscovered by the current factions.

## Talocan Relations

The Yan Jung are implied to be capable of wormhole generation <sup>[192][195]</sup> and appear to have existed, at least for part of its era, alongside the Talocan. It is possible the two races worked alongside each other to produce the technologies that provided access to w-space. It is also possible the Yan Jung were conquered by the Talocan explaining the end of their era. Possibly linked to this is that the

Talocan are strongly hinted to be the First Jovian Empire and Jovian poetry suggests their first empire's power was incontestable. It would seem such a war would not have been one-sided. Detorid marked the edge of the "once great" Jovian Empire. This presumably refers to the First Jovian Empire. The region is known for its "dead storms" a phenomenon not known to exist anywhere else. They appear randomly, centred around certain planets, ravage the area for days, then abruptly vanish. Current theory points to the storms being tears in the fabric of space. [\[437\]](#)

That Deltole V and VI became less habitable may also be related to a Yang Jung-Talocan conflict. [\[172\]](#) Deltole V is currently a magmatic planet though it is said both worlds were more inhabitable during the Yan Jung Era. [\[172\]](#) It is possible a weapon was unleashed on this world, potentially something connected to the Terminus Stream [\[33\]](#) and/or Talocan Disruption Towers. [\[156\]](#) Placing a wormhole within a planet might well cause it to become magmatic as its core and crust are disrupted.

## Sleeper Connections

The Threaded Waypoint Map is a Yan Jung artefact. It seems to show a route of some sort, but lacks the source and destination locations. This may be a location in w-space possibly connected to whatever the Sleepers were searching for or found. It is also possible deciphering this map is what led the Sleepers to w-space. Since Yan Jung relics are known to exist in w-space it is possible the Sleepers encountered them and were able to gain some technology from them as they did from the Talocan.

# Terrans

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The human race began colonizing the galaxy around 3691AD. <sup>[46]</sup> Having developed both gate technology and jump drives. Sources conflict on the status of Terran society at this time:

The original manual refers to it as a "Golden Age of space faring" that seemed it would never end.

The old website stated that by the 28th century humans had established settlements in hundreds of systems, dozens of which were fully fledged colonies. The expansion process became increasingly difficult due to bureaucracy. Almost every solar system within jump range had been bought or leased long before actual colonization began, and many of those wishing to settle in a new world had to wait years to fulfil their dreams.

The original animation puts forth that ruthless corporations had seized every world they could until the stargates could take them no further. <sup>[201]</sup> Then they turned against each other igniting conflicts that lasted for centuries until the discovery of the natural wormhole. This may be supported by the Conformists being exiled from Soekhevit in 3897AD. <sup>[46]</sup>

In all cases it is agreed that a natural wormhole was discovered and those that state a location for the Terran side of the gate place it in the Canopus system, which has a white type-F star, the second brightest in Earth's night sky. It has been said to be the first natural wormhole the Terrans ever encountered though sources differ on where it led:

The old website was clear in saying the wormhole "led to a solar system almost at the other end of the Milky Way".

The website was updated and instead the wormhole "led to a solar system in an unknown galaxy. This could be a far-flung region of our own Milky Way galaxy, or a galaxy at the other side of the universe, or even another dimension or parallel universe."

Only specially reinforced ships were able to use the wormhole. Because of this, and because scientists predicted that it would close in a few decades, people and equipment were ferried to the

other side, setting up bases in the new system. Because of the distance between them, the jump gates at each end of the wormhole had to be massive. The largest single structures ever built by man, they took over 200 years to construct, despite the great wealth of the human race at this time. The gates were called EVE. As it had been decreed that the new world would be free for everyone to settle on a first-come, first-served basis, hundreds of independent organizations began exploring and settling it as soon as it opened. These new colonies were still dependent on the industrial infrastructure of the New Eden system and in some cases that of the old world.

The wormhole closed but construction continued and the gates of EVE opened. At first, this did not appear to affect EVE at all, and the gates continued to work as planned for 70 years. Then an unexplained phenomenon engulfed the gates of EVE, creating a severe magno-gravity disturbance rendering them inoperable and reducing the prosperous New Eden system to rubble. Restoration efforts proved futile due to the malevolent magnetic/gravity storm perpetually surrounding the gates.

It is suspected by many in the community that the Terrans have achieved technological singularity on the other side of the gate. This may be supported by the Gorda Hoje's Truth Serum poem and the end of TEA. [\[13\]\[47\]](#)

## Europa Yards Consortium

This name was engraved upon a station within a deadspace site where Rogue Drones were harvesting isogen-5. [\[13\]](#) The site was accessed through an acceleration gate of ancient and unfamiliar design, possibly related to the Ancient Acceleration Gate found in the database. [\[202\]](#) Europa is the sixth moon of Jupiter possibly linking this group with the Jovians. [\[203\]](#)

The station itself was a massive facility seemingly a long abandoned manufacturing facility and the hangar within contained gantries that seemed suitable for battleships or capitals. [\[13\]](#) Lights were visible on some sections but most of it was blackened. The station was close enough to the systems star for ships shields to be the only thing protecting sensitive equipment against the heat. It was being used by Rogue Drones harvesting isogen-5. The presence of this resource may have been original reason for the site being located so close to the blue type-O star.

The name Europa Yards Consortium may imply that the organization was involved in construction and repair shipyards. The station at T-IPZB was massive and had a hangar large enough to support this theory. The Consortium may have been one of the Terran corporations described in the original opening animation. [\[201\]](#)

A consortium is an association of two or more individuals, companies, organizations or governments (or any combination of these entities) with the objective of participating in a common activity or pooling their resources for achieving a common goal. [\[204\]](#) Being a consortium of yards may imply Europa Yards Consortium was an association of shipyards working together.

In Greek mythology Europa was a Phoenician woman of high lineage, from whom the name of the continent Europe has ultimately been taken. [\[205\]](#) She was abducted by Zeus in the form a white bull and taken across the sea on his back to Crete where she became queen. Being taken across the sea may be reflected in Europa Yards Consortium crossing the EVE gate and becoming a queen may suggest they became a powerful faction in New Eden and becoming a queen may suggest they became a powerful faction in New Eden. The daughter of the earth-giant Tityas and mother of Euphemus by Poseidon was also named Europa.



## **Terran Broken Datachips - Weaponry**

An item in space located in the EVE database these are described as follows: "These ancient data storage devices are severely damaged but it might still possible to extract some valuable data from them." [\[206\]](#) This hints towards the possibility of capsuleers finding Terran relics, possibly those around the EVE gate cloaked by the Jovians, possibly elsewhere at locations similar to the Europa Yards Consortium station or belonging to any of the hundreds of organizations who came through the gate to colonise New Eden. Such advances may lead to discoveries utilizing isogen-5 as seen in Jamyl's Superweapon or to even more advanced technologies. The addition of the "weaponry" distinction implies the possibility of Terran Datachips on other topics existing.

# The Order

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Called the Enheduanni by the Jovians The Order are the Jovians greatest enemy.<sup>[10]</sup> They recall or have records of the collapse of the New Eden Gate, are elusive and extremely dangerous, and they do not fight their own wars, having the empires fight for them, which they achieve by controlling the influence of those who rise to power, something they are either aided with or competed against by the SCT.<sup>[34]</sup>

They have been around for millennia, consider themselves enlightened, and claim freedom from fear and the need for power, greed, lust, and religion.<sup>[10]</sup> The Order claim to have seen the "progress of ages" destroyed by the "addictions of man" many times. This implies that factions have fallen to these "addictions" in the past.

## Technology

Their technology is much more advanced than the Jovians. They are stated to have attained mastery of genetic engineering possibly linking them to each other. Though the Jovians still have a way to go in unlocking the precise workings of the human brain, a feat The Order are said to have achieved.<sup>[10]</sup> Given these masteries it is possible The Order possess a cure for the Jovian Disease.

The Order have attained absolute mastery of quantum physics and particle science and the tell-tale sign of their presence is non-linear teleportation.<sup>[10]</sup> The Jovians have also attempted teleportation but the technology failed seemingly due to sabotage.<sup>[31]</sup>

Both The Order and the Jovians can remotely gain control of others ships. The current factions have no defence against this as of yet.<sup>[10]</sup>

The Order have hyper-advanced implant technology and are able to remotely stimulate neural pathways assigned to the audio functions of a human's brain. The Jovians have not yet developed this technology, though it is implied that they are working on it.<sup>[10]</sup>

The general theme of The Orders technology seems to be Jovian and then some, with the Jove themselves desperately playing catch up. If The Order are infomorphs they may have advanced more swiftly. If they are related to the previous Jovian empires they may have suffered less from the ravages of the Jovian Disease than the current third empire.

## Evolution

Their ability to invade a person's consciousness is said to have been granted to them through a mutation.<sup>[10]</sup> Whether this refers to a deliberate or accidental genetic modification or to the virtual mutation known by the Sleepers is unknown.

They are according to a Jovian source no longer human.<sup>[10]</sup> It is possible they have become infomorphs or have evolved past the human state. It would likely take significant change for a Jovian to refer to anyone as not being human. It is said that they seek to walk among the other races once more. This implies either they are not infomorphs, they plan for other races to join them as infomorphs, they have been hiding or trapped (possibly in w-space), or they plan to take some physical form.

It is said The Orders interest lies in reshaping the course of mankind according to their own design.<sup>[10]</sup> They do this without conquest or the use of force because they desire for people to embrace them of their own free will. Forcing the empires to war against each other is apparently a means to this end.

There is mention of Enheduanna's apotheosis in Mesopotamian religion.<sup>[207]</sup> This may refer to becoming infomorphs or to the attainment of abilities such as those evidenced by Nale, Draea,<sup>[27]</sup> Hona,<sup>[16]</sup> Jamyl Sarum.<sup>[13]</sup>

## Contemporary Faction Relations

Before the Day of Darkness the Minmatar were seen by The Order as being on the path to becoming as they are.<sup>[10]</sup> The Minmatar were not supposed to collapse so quickly, and it appears The Order also underestimated the impact of religion on Amarrian society. They attempted to aid the Minmatar and involve the Federation against the Amarr by feeding the FIO Intel.

The Minmatar world of Eanna seems to have been important to The Orders plans before the Amarr Reclaimed it: "Eanna was all that remained of the example that humankind desperately needed to evolve, to rid itself of fear once and for all, and to embrace the enlightenment that has preserved us for millennia."<sup>[10]</sup> Eanna is tied to The Order through Mesopotamian religion<sup>[208]</sup> and it seems that here they hoped to guide the Minmatar on a path similar to their own. The Elders were seemingly essential to that plan and their loss caused The Order to abandon or extensively change it. The Orders enemies, the Jovians, came to the surviving Elders and seemingly aided them in finding their own destiny once more.<sup>[10]</sup>

It is notable that The Order underestimated the Amarr religion which was influenced by the Sefrim<sup>[209]</sup> who may be connected to the Jovians. This seems to reveal the two are engaged in a very long game which is exceptionally dangerous to the pieces. See also: Sefrim

The Order have implanted sleeper agents that they spend years getting into position.<sup>[10]</sup> They are placed throughout all of the empires, and none of them are aware they are agents. They can create minds with memories and skills burned into their medial temporal lobe, and set mnemonic devices to trigger them. They are born as adults, from cloning vats with complete memories of fabricated backgrounds and accompanying identification with the empire they are created for. Many of the implants used in these agents are self-assembling and cannot be physically detected. It is possible given the wording of the Khumaak chronicle<sup>[210]</sup> that Drupar Maak was a sleeper agent. This would be fitting given that this event sees the symbol of Inanna, one tied to The Order, used in a key event of the Minmatar rebellion.

## Jovian Relations

The Order are, in stark contrast to the Jovians, noted to have expressed anger, perhaps even fury, when speaking of others addictions and when destroying an Amarrian vessel.<sup>[10]</sup> It is possible that if related to the Jovians The Order either did not alter their emotions or they are inflicted with the Jovian Disease.

A Jovian stated: "We cannot sit idly while they selfishly interfere with the history that is yours to decide, no matter how destructive, or how often you wish to repeat it."<sup>[10]</sup> This seems to be the root of the conflict between the Jovians and The Order. The Order wish to force others to progress as they have, while the Jovians wish to allow the empress to progress more naturally. The Jovian non-interference law<sup>[36]</sup> may exist to keep Jovians from harmfully interfering with the empires, particularly since The Order have proven able to manipulate the Jovians.

The Jovians retreated from the Geminate and the Vale of the Silent regions destroying the gates to "faction space" in an effort to restrict their manipulation of power within the races.<sup>[10]</sup> The war against The Order is said at this time to demand all their efforts.

The Jovian "agreement" referred to in Anoikis<sup>[73]</sup> could regard opposing The Order. Once the truth about them becomes known their methods would undoubtedly change and the Jovians may have seen these methods enacted on past factions. It would also make sense that the Jovians would wish the truth about The Order to be kept as long as possible given the escalation that would be caused by exposing them.

The Order may be related to the electrical interference around the EVE gate<sup>[13]</sup> which seems to be the same interference that sabotaged the Talocan Life-Support Cores<sup>[105]</sup> and the Sleeper Preservation Conduits.<sup>[97]</sup> This may mesh well with them being the greatest enemy of the Jovians.

It is unknown if The Order have any connection to the Terrans or whether they support or oppose them. They could be seeking to raise the factions to a state where they are capable of opposing them much as the Jovians might seem to be doing. If so the root of their conflict are their incompatible methods not their goals. Alternatively The Order may be leading humanity straight towards a technological singularity<sup>[48]</sup> while the Jovians are trying to avoid this.

A major difference between the Jovians The Order seems to be that the Jovians have clung to what is left of their humanity and many dream of returning to their genetic roots<sup>[4]</sup> while The Order have evolved past these things and are proud of having done so.<sup>[10]</sup> Similarly The Order are angered by humanity and its flaws while the Jovians appear to consider the humanity of the other factions something precious to be preserved.

It may be the case that having observed a technological singularity or some other, possibly Terran, aspect of which being an infomorph or otherwise 'beyond human' is a part that the Jovians decided this is a slippery path they do not wish to travel too far down. It may also be the case that The Order saw the same thing as something to aspire to or have already attained it.

# Amarr

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## Translations

From the Amarr Timeline we see mention of Soekheviti. This seems to originate from Sukhāvati the Sanskrit for 'Land of Bliss' or 'The Pure Land'.<sup>[211]</sup> Sanskrit is a historical Indo-Aryan language and the primary liturgical language of Hinduism and Buddhism.<sup>[212]</sup> Athra is a name derived from Arabic and means pure or virgin<sup>[213]</sup> possibly reflecting homage to the world from which the Conformists were exiled. The word Athra also appears in the Gathas<sup>[215]</sup> of the Zoroastrians and translates to fire.<sup>[214]</sup> In the pseudo-historical genealogy of Odin's ancestors in the introduction to Snorri's Edda,<sup>[216]</sup> a certain Athra is said to be he "whom we call Annar". What this refers to is unknown.

Amarr has multiple possible translations. It is a name meaning long-living and builder in Arabic, long living possibly relating to their use of life-extending implants,<sup>[250]</sup> and The Builder, Constructor, and 'One Who Prays and Fasts a Great Deal' to Muslims. Ammār ibn Yāsir Al-Ansi was one of the companions of the Islamic prophet Muhammad.<sup>[218]</sup> "Ammār's family were tortured the most by Abu Jahl. His parents died under torture, therefore they were the first martyrs of Islam. After the Persecution of Muslims by the Quraish was over, Hamza and the Prophet's other companions went to the place where the torture and persecution took place. They found every persecuted Muslim dead, except Ammar. He survived the torture."<sup>[218]</sup> This may relate to the Amarrians being the last nation of the faithful or to the Conformists exile. Amar is another example, translating into 'to love' in various languages.<sup>[221]</sup>

The four place names in Ametat and Avetat<sup>[209]</sup> are Istva, Melekel, Edras, and Iphria. Istva is derived from Esther and means star.<sup>[219]</sup> It is a biblical name from the Book of Esther<sup>[220]</sup> in which Esther became the wife of Ahasuerus, the King of Persia. After this marriage, Ahasuerus gave his Prime Minister Haman, the power and authority to kill all the Jews in his kingdom. By the clever interposition of Esther, this catastrophe was prevented. The annual festival of Purim is held to commemorate this deliverance. Melekel seems derived from Melek which means 'King' or 'angel' and is of Arabic origin.<sup>[222]</sup> Edras seems derived from Esdras a male name and Greko-Latin variant of the Hebrew Ezra meaning "helper".<sup>[223]</sup> Esdras is found in the titles of several books, associated with the scribe, that are in or related to the Bible.<sup>[224]</sup> Iphria may refer to the Arabian king Iphric or Iphricus, who was driven out of Asia by the Assyrians.<sup>[225]</sup>

The names of the Amarrian Royal Houses also seem to have significance. The name of House Ardishapur seems Persian based upon the names of Shapur I,<sup>[226]</sup> the second Sassanid King of the Second Persian Empire, and Ardashir I<sup>[227]</sup> his father and the founder of the Sassanid dynasty.

The name of House Kador seems to be Breton and ultimately originates from Latin cathedra, "ceremonial chair of a teacher or bishop" from the Ancient Greek kathedra, "chair of a teacher, throne".<sup>[228]</sup>

Khanid appears based upon the Kara-Khanid Khanate<sup>[229]</sup> a confederation of Turkic tribes ruled by a dynasty known in literature as the Karakhanids or Ilek Khanids. The Il-Khanids or Ilkhanate<sup>[230]</sup> was a Mongol khanate, established in Persia in the 13th century, considered a part of the Mongol Empire. The Ilkhanate was based, originally, on Genghis Khan's campaigns in the Khwarezm Empire in 1219–1224, and founded by Genghis's grandson, Hulagu,<sup>[231]</sup> in territories which today comprise most of Iran, Iraq, Afghanistan, Turkmenistan, Armenia, Azerbaijan, Georgia, Turkey, and western

Pakistan. The Ilkhanate initially embraced many religions, but was particularly sympathetic to Buddhism and Christianity. Later Ilkhanate rulers, beginning with Ghazan in 1295, embraced Islam.

Azor from House Kor Azor translates to 'a helper' or 'a court'<sup>[232]</sup> and was son of Eliakim descended from Abraham mentioned in Matthew 1:13,14. Kor may be derived from the Kor River in the Fars province of Iran that may have been named after Cyrus the Great (Korush in Persian).<sup>[234]</sup>

Sarum seems derived from the Sarum Use, a variant of the Roman Rite widely used for The Ordering of Christian public worship, including the Mass and the Divine Office.<sup>[235]</sup> It was established by Saint Osmund, Bishop of Salisbury in the 11th Century and was originally the local form used in the Cathedral and Diocese of Salisbury; it later became prevalent throughout southern England and came to be used throughout most of England, Wales, Ireland and later Scotland until the reign of Queen Mary. Although abandoned after the 16th century, it was a notable influence on the pattern of Anglican liturgy represented in the Book of Common Prayer.

From House Tash Murkon Tash translates to "stone" in Turkish.<sup>[236]</sup> The author has been unable to find a translation of Murkon though there is a village in Assam, a north-eastern state of India, named Murkongselek.<sup>[237]</sup>

The Udorians are a bloodline who shared the Amarrian homeworld and were the first "Reclaimed" by the Empire.<sup>[252]</sup> Udorian seems to derive from the name Udoria which, used in the full official title of Russian Tsars, refers to Udora in the East of Komi.<sup>[238]</sup>

The Ealurians have been subsumed by the Empire and never achieved a position of note.<sup>[251]</sup> Ealur seems to be both a name and a place in India. Further information on this has proven difficult to find.

The Ni-Kunni were assimilated into the Empire a thousand years ago and have established themselves as tradesmen and artisans, occupations traditionally eschewed by Amarrians.<sup>[253]</sup> Kunni might originate from the Japanese Kuni meaning "Province". Kunni is also a Finnish name originating from the Norse Gunni, from Gunn meaning battle or fight.<sup>[239]</sup> It may also come from the Farsi Kuni meaning "ass-practitioner": a passive gay man.<sup>[240]</sup> Farsi being Persian may make the latter translation more likely than it would at first seem given the presence of other Persian derived words perhaps being a derogatory name given to the race by the Amarr much as they gave names to the Matari tribes. The meaning of Ni could not be found but may be a negation of the following word altering all of the above ideas.

## **EVE Gate**

The Amarrians home system is only a few light-years from the New Eden system.<sup>[93]</sup> Many thousands of years ago, while still on a primitive level, the Amarrians coupled the peculiar phenomenon they saw in the sky with their age-old religion naming it 'Imlau Eman' or 'Mouth of God' and even today the EVE gate holds great importance in the Amarrian state religion.

## Signs of Faith

There are several symbols mentioned in Signs of Faith that seem to map the past and destiny of the Amarr. <sup>[241]</sup> Each is made up of the same twin semi-circles, one with a triangle pointing out at its centre, that make up the Imperial Seal.



The first is the unbroken circle, God become man. The two semi-circles are fitted together to make a circle with the triangle at the bottom. This is noted to look like an upside-down egg. It may symbolise creation as many creation myths include an egg. It may also resemble the EVE gate as the SoE ring seems to. <sup>[37]</sup>

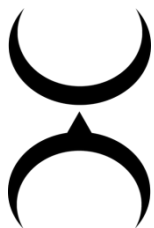
The second symbol represents Man and God separate with God above. This is said to represent the Fall during the Long Dark possibly referring to the collapse of the EVE gate and the dark age that came shortly afterwards. Man and God are completely separate with man on the planets and God in the heavens. This is said to have been an age of savagery, unenlightenment, and barbarism. It is possible that the Amarrians, or at least many of them, lost their religion for a time during the Long Dark.



The third symbol is the Imperial Seal. This shows imperfect union, with the law of God over that of Man. When the Amarr came out of the Dark and formalized the Imperial Creed, man and God were reunited, albeit imperfectly. They are united but not conjoined as there is divine primacy with the rule of God coming before the rule of Man and the hierarchy of God, Emperor, and people.

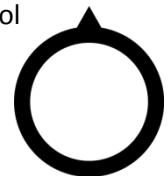
The fourth was King Khanids reply to the Theology Council explaining his breach of precedent in defying the succession rituals. <sup>[242]</sup> It is an inverted copy of the Imperial Seal again showing imperfect union but now with the law of Man over that of God.

This is said to indicate Khanid felt he had done no wrong as he had broken no secular law. There are said to be other interpretations of this symbol which may include placing the ruler above God.



The fifth symbol is the second inverted. Man and God separate with Man above. It seems to show Man in the heavens separated from God on the planets. It is said to symbolize that while the Imperial Creed is part of Amarrian heritage, culture, and identity their future is among the stars. There are other interpretations and it is likely significant that this symbol places Man above God.

There is said to be no sixth symbol though it is implied that this is false. A sixth symbol would, following the pattern above, presumably be the first inverted. Man become God. The symbol would resemble an egg and this may be linked to the shape of the capsule used by pod-pilots. The symbol may also represent the EVE gate once again whole. If the symbol is intended to resemble the capsule it is possible the whole sequence was planted by the Jovians to prepare the Amarr for the coming technology.



## The Pathway to Heaven

Aramon Khalid is said to have lived during the beginning of New Edens history and a few fragments of his writings remain intact within a museum in the great library in Ardishapur Prime. <sup>[243]</sup> His teachings are officially approved by the main religious body of the Amarr and the Emperor. Other



fragments remain from this period. Scorned by the religious leaders of the Amarr, they were long forgotten and almost vanished forever, if it weren't for the dedication of certain Amarrian historians who kept them intact and safe. They are written in an almost chaotic manner, as if transcribed by a man beset by a mental illness. They tell of destruction and doom and the downfall of mankind as we know it, should the human race decide to remain within this new universe which had been forbidden to them by God himself. It warns all who read it that those who do not follow the path of the righteous will burn in the fiery depths of hell. Those who follow "the path of the righteous" in this case are those who aid in the reconstruction of the "pathway to heaven", a myth long forgotten or discounted by most scholars. This path would lead to the salvation of mankind, and failure to ultimate doom. Those who choose to follow the path must commit every ounce of their energy to see their pledge fulfilled or risk eternal damnation. This seems to refer to rebuilding or repairing the EVE gate and may be a religious interpretation of the Long Dark when the gate closed and the colonies in New Eden were almost wiped out. These teachings became the foundation of the EoM.

## Scripture

Book I of the scriptures states: "Our illustrious ancestors freed their souls from the evils of the old world and created a new one. The great Amarr Empire was founded to cultivate the spirit of man." <sup>[244]</sup> This seems to refer to the Conformist faction of the Unified Catholic Church coming to New Eden to escape the godlessness and persecution of the other Terrans. <sup>[46]</sup> This meshes with the Conformists settling Soekheviti before New Eden was discovered but losing power there and being exiled. It is unknown if they were exiled by other groups within the Unified Catholic Church or by another Terran group.

Book II seems to refer to the collapse of the EVE gate and the disasters it caused: "Our Lord visited his flock and saw that all was not good. Blasphemy and heresy ruled the land. The Lord punished the sinners and drowned them in their own blood." <sup>[244]</sup> This, along with the Amarrians information on the Terran calendar, <sup>[200]</sup> implies that the Amarrian scriptures contain writings dating back far further than their own creation. This suggests an impressive retention of information over their history. Amarrian symbology indicates man and God became separate during the Long Dark, which fits with the reference to blasphemy and heresy ruling the land. <sup>[241]</sup>

Perhaps the most interesting point about the Scriptures is that they date from over 6000 years ago, <sup>[209]</sup> which can also be assumed to mean less than 7000 years ago. This would mean the Amarr either led a theocratic state following the teachings of Dano Gheinok for 8-9000 years or that for this period of time, or a portion of it, they did not follow religion or at least not one that would be recognised by the Amarr today. This would fit in with mention of the Fall and the Long Dark. <sup>[241]</sup> Somehow during this time knowledge of the EVE gate, the troubles after its closure, and other points of ancient history were preserved. Given that the Scriptures state the Amarr were saved by God from the punishment visited upon the other races it seems unlikely they were set back 8000 or more years by the collapse of the EVE gate. Their relative lack of progress over this time may be because their advancements are not by leaps and bounds, but rather through deliberate and articulate planning that can span decades, even centuries. <sup>[245]</sup> The sciences are part of the Scriptures <sup>[246][247]</sup> and the society at large does not seem to display the kind of anti-science philosophy that would hold it back significantly. This seems to indicate the possibility that something else happened to set the Amarr back. It may instead be the case that the Empire did progress slowly over eight thousand years, especially if they were given reason to develop carefully, perhaps a cautionary tale learned from the fate of the Takmahl, another ancient faction, or another incident written out of their history. The Amarr are likely less cautious now as recently the other Empires have caught up to them and may have surpassed them were it not for CONCORDs laws regarding technology proliferation. The assistance of the Caldari in setting up Amarrian R&D corporations may support the idea that they are not familiar with rapid technological progress. <sup>[248][249]</sup>

## Chosen

Book II of the Scriptures establishes how the Amarr became the chosen of God: "the people of Amarr lived righteously and in fear of God. Thus they were saved and became God's chosen."<sup>[244]</sup> This shows them being shown favour during the dark times when the EVE gate fell. It can be implied from this that the Amarr are not inherently Chosen but that the Chosen are those who live righteously and in fear of God.

The 'Lost Passages' of the Apocryphon, heavily suppressed by the Amarr Empire, state that the lost and the fallen can become the faithful and take their place as Gods chosen.<sup>[254]</sup> It also states that "you are all my creation, And are all equal in my kingdom." This could indicate that the one key passage which indicates the true meaning of the word Chosen was removed by the Amarr to push a philosophy of their own supremacy.

It is possible that this text was made apocryphal during the Moral Reforms and lived on for a time amongst the Takmahl and now among the Blood Raider Covenant and Cult of Tetrimon.<sup>[22][255]</sup>

## Reclaiming

The Book of Reclaiming shows knowledge of planets and star systems.<sup>[244]</sup> It is written in the first person and states that they are given the destiny of faith and that its message shall be brought to all worlds. It uses the words: "Go forth, conquer in my Name, and reclaim that which I have given." which implies that this book is written as the 'Word of God'. Bringing the "Word of God" to the Minmatar is also referred to elsewhere.<sup>[210]</sup>

## Tetrimon

First appearing in capsuleer media in YC105 for the massacre of freed child slaves<sup>[257][258]</sup> The Cult of Tetrimon are noted to hold books of scripture from before the Moral Reforms.<sup>[255]</sup> Several have been reported as authentic by the Theology Council.<sup>[259]</sup> The Order of St Tetrimon claim the current Scriptures were altered hundreds of years ago during the Moral Reforms to empower the Emperor and the Heirs in the Privy Council. It appears the books were ultimately suppressed.<sup>[260]</sup> The cult has seen support from the Khanid and House Sarum, who may have provided them with armaments.<sup>[255][257][258]</sup>



The cult is strongly opposed to the Sank Sabik and it has been said that they will "never allow followers of Sani Sabik to thrive."<sup>[261]</sup> They clashed with the Blood Raiders in the Genesis region apparently to retrieve secure religious artefacts from an ancient Amarrian site known as the temple of 'God's Assuring Whisper'. The temple is said to be an Amarrian religious centre which was destroyed during the Moral Reforms. The site was said to once contain "Amarrians receiving training on how to walk the path of God and work in the spirit of the Reclaiming." The relics both factions sought were statues which the Tetrimon believed would herald the coming of a new Reclaiming that will "bring God's faith to all." The wording here may imply that these statues re-affirmed the Apocryphal texts on the Chosen.

## Moral Reforms

During the moral reforms which took place from 21875 to 21950 the Emperor along with what would become the Theology Council created a new canon of scriptures that would increase the moral authority of the Emperor.<sup>[255][262]</sup> Many aspects of the Amarr faith were purged and modified to fit the new political order of the Empire - with the Emperor as the supreme and infallible voice of God. The Emperor was only first among equals before this.<sup>[255]</sup>

That "fifteen hundred years ago, right after the Moral Reforms had concluded and the Amarr Empire had begun its tentative steps towards further exploration and expansion"<sup>[271]</sup> may suggest that an invaluable lesson was learned, perhaps related to the Takmahl who split from the empire less than 500 years beforehand, prompted the reforms and above mentioned Amarrian caution.

It seems that Amarrian supremacism was also established at this time. References to being one of God's Chosen seem to have been altered so that it can be interpreted that only the True Amarr are Gods Chosen. The Reclaiming itself also seems to have changed, possibly shifting more towards conquest than conversion due to the above changes. Notably Tetrimon Grand Master Elata Ardo wrote that he thought the Moral Reforms were a "veil of deceit".<sup>[263]</sup> It is unknown whether this was an internal matter or if the Amarr were influenced by another faction to make these drastic changes to their society. It is possible The Order were responsible for this, promoting conflict and attempting to make the Amarrian faithful more predictable.

## Sefrim

The Amarr were visited by the Sefrim. Who appear to be a faction capable space-flight.<sup>[209]</sup> Their faces were covered which may have been to hide genetic alterations had the Sefrim been Jovian or to hide the fact that the Sefrim were human at all and add mystique. They remained for over a hundred years during which the empire saw no wars, epidemics, or famines and the people were allegedly content and joyous.

The Sefrim were there only to guide and guard.<sup>[209]</sup> While they advised war against the emperor's enemies they refused to give direct aid. When they refused to help directly against Molok the Deceiver the emperor told them "be gone!" and they left. This behaviour seems similar to the actions of the Jovians in Theodicy.<sup>[10]</sup>

The Sefrim arrived during a solar eclipse which may link them to the star symbols noted elsewhere in this document. In addition they referred to themselves as "those that guard the high seats of heaven."<sup>[209]</sup> possibly linking them to first or second Jovian empire both of which were based out of the Heaven constellation and in particular the Jovian Elders who were once a prominent political force in Jovian society before they brought about the fall of the First Jovian Empire.<sup>[3][9]</sup> Notably the only faction known to be capable of inter-stellar travel at the time of the Scriptures writing was the First Jovian Empire.

Further the place names mentioned in the chronicle: "Istha in the north and Melekel in the south and Edras in the east and from Iphria in the west people"<sup>[209]</sup> seem meaningful. Isha translates to "Star", Melekel to "Angel" and Edras to "Helper" which all seem to fit the nature of the Sefrim. Iphria may also link to the Jovians due to their connections to Assyria through Mesopotamian religion.

## Molok the Deceiver

The Scriptures state Molok the Deceiver "sundered the lands and the people suffered floods and plagues conjured by him."<sup>[209]</sup> He "turned the people against the Sefrim and people who once sang their praise now abhorred them." It is written that for five years Amash-Akura battled his enemies but Molok the Deceiver was ultimately brought before him in chains and sacrificed on the altar of God.

The character may be related to the evil daemon, a thought experiment, devised by Rene Descartes, representing the idea of a grand deceiver.<sup>[266]</sup> An entity capable of keeping one inside a fake world, Descartes used it to invoke a sense of scepticism, to make the point that disproving such an idea is no easy task, and that if it is true, then there is really very little we can be sure of. This is why he comes out with the famous "I think therefore I am" line. That's all he can be sure of if there is

indeed, an evil demon deceiving him about everything else. Within the setting the deceiver could be holding back Amarrian progress, hiding knowledge the Amarr once possessed, and/or keeping the Amarr from knowing about their past. It is possible Molok represented another faction, possibly one within the first Jovian Empire, who wished to guide the Amarr along a different path perhaps even providing them with certain, possibly dangerous, truths others wanted to keep from them making the title of 'Deceiver' a misguiding one,

## Ametat and Avetat

These artefacts were given to Amarr Emperor Amash-Akura by the Sefrim.<sup>[209]</sup> It is said that during the time the Sefrim were there he did not age one day in a hundred years and was as healthy and strong as the day he came of age. This may link the Sefrim to the Jovian Elders who made slowing the aging process an early focus.<sup>[9]</sup> "The Sceptre gave him vigour and the Crown gave him acumen and his rule was wise and fair." The Sceptre and the Crown are described as being made of incredibly light-weight metal yet were also very strong and allowed the user to 'wield the power of God' and 'harvest the knowledge of creation'.

The artefacts remained in the emperor's family for four centuries and then they inexplicably disappeared. Pieces of an artefact called the Rod of the Creator were placed under the supervision of an Achur religious order and were recently stolen.<sup>[267]</sup> This may be the Sceptre by another name. The name of Emperor Amash-Akura may be significant. Amash is an Arabic name but the author was unable to find its meaning (it is possibly significant due to his long life<sup>[264]</sup>), Akura however sounds notably like Achura and is "letter of the alphabet" in Elu.<sup>[265]</sup> It is possible the two artefacts made their way around numerous peoples as the "Sefrim" involved themselves with them. Possibly related to this is that the writings on St Arzad mention a celestial Maker<sup>[268]</sup> while the mission Return to Isha notes that the Caldari also refer to the Maker.

The items names have many translations. Ame has: soul, spirit, man, axe, and the first-person singular present subjunctive of amar. Ave has: hail (salutation), discipline, grandfatherly, and bird. The only relevant translation of tat found refers to useless trinkets.<sup>[429]</sup> The translations spirit and discipline may be the most pertinent. Spirit may also mean vigour, which is attributed to Ametat the sceptre. Discipline is associated with acumen which is attributed to Avetat the crown.

These items may be tied to the Mes described in Mesopotamian mythology as the "exalted and enduring crown" and the "exalted sceptre"<sup>[319]</sup>

## Khumaak

A three-foot rod with a spiked solar disc on the top, the design of the original relic is believed to date back to the pre-Reclaiming era of Amarrian prophet Dano Geinok.<sup>[269]</sup> The Khumaak was once a rod of command for high-ranking members of the Amarrian Conformist clergy and is now a symbol for Minmatar rebellion. It is an eight pronged star shape matching the symbol of Inanna/Ishtar and the Dngir.<sup>[208][310]</sup> A bisected version of this symbol can be seen amongst Sleeper structures and SCT ship designs. The mission Who Art in Heaven mentions Khumaak having "Sun Spirals" as part of their design. Only believed to date back to Dano Geinok it may instead reflect the design of Ametat the Sceptre. Noted during the Minmatar Epic Arc, the Khumaak was used in Amarrian trial and judgement, this may link it to Ametat the Sceptre which was held by Amarrian Emperors for four centuries.



## Jamyl Sarum

There was a prophecy which spoke to the rise of a queen who will lead the Reclamation of New Eden under Amarr rule.<sup>[13]</sup> This may have been created by those who engineered her rise to power and shows exceptionally long term planning and manipulation that may suggest the involvement one of the older factions.

Jamyl had thousands of times more data written to her clone than is typically seen and it took three years to activate rather than being instantaneous.<sup>[13]</sup> It is possible another entity was written into her data explaining her apparent split personality. The delay may have been associated with complexity of the data or may represent Jamyl being held back and put into play when needed. This may be related to the Sleepers mastery of neural interfacing and the Awakened Infomorph.<sup>[81][433]</sup>



She has seemingly gained The Order's ability to remotely stimulate neural pathways assigned to the audio functions of a human's brain.<sup>[10][13]</sup> Her 'telepathy' seems limited by range and does not work in proximity to the EVE Gate possibly being negated by electro-magnetic, gravitic, or sub-space interference. In The Order this ability is attributed to a mutation. This may relate to data having been burned to areas of Jamyl's brain that are normally unused.

She gained a second more aggressive personality and had knowledge of the location of the isogen-5 facility in T-IPZ and of the Terran artefacts near the EVE Gate.<sup>[13]</sup> It seems from The Emphyrean age that Falek Grange had himself written into Jamyl's mind and is the second personality. Further it seems that if Jamyl is killed Falek will take over. Falek Grange was behind Sarum's rise to power and arranged for her to obtain the super weapon. It is hinted that he was once at the isogen-5 harvesting site in T-IPZB.

Given the access to information, such as Jamyl's vision of the Elders return and invasion along with knowledge of Terran technology and site locations, it seems Falek Grange is associated with The Order.<sup>[13]</sup> Falek may be an agent for The Order or the Sleepers, is receiving assistance from them, or may be an actual member of either group who had been masquerading as an Amarrian possibly having performed a similar procedure to that carried out on Jamyl. Having Falek on the throne would allow greater control over an Empire whose faith makes them unpredictable and who seem to have been pulled between the Jove and The Order for millennia.

## Sani Sabik

The Sani Sabik is based on a schismatic sect of the Amarr state religion whose name means "Bloodfriends".<sup>[275]</sup> They advocated that some people were born for greatness and other people only lived to feed and breed these geniuses. The cult was popular among Holders as they pursued eternal life. The Amarr authorities are said to have immediately stamped down on the Sani Sabik as it was pervasive and destructive.<sup>[275]</sup> This contradicts statements which claim centuries ago the cult was not outlawed in the Empire and owned and operated several strongholds and stations, in Araz and elsewhere.<sup>[22]</sup> In the last millennia the Blood Raiders are said to have had a huge influence within Amarr frontier settlements.<sup>[22]</sup> Just decades ago Amarrians worked with the Blood Raiders. It was a time when more people than ever within the Empire had ties to the cult.

A nation-wide crackdown on the banned religion resulted in thousands of civilians being rounded up and executed, as well as a wave of military offensives against Blood Raider compounds throughout the Empire.<sup>[22]</sup>



The Sani Sabik left the Empire. The exodus is said by the Sani Sabik to have taken place for complicated reasons and left wounds in both factions <sup>[16]</sup> which is likely given that they were accepted and highly influential in the empire before this. Despite the Blood Raider's extremism they share a substantial amount of core beliefs with the Empire. <sup>[16]</sup> The differences remain sufficient for religious hatred from both sides. Omir refers to Empire infidels in one of his announcements and seeks the fall of Amarr <sup>[276]</sup> and the Amarr are similarly opposed to the “heretical” sect.

The sect bases many of their beliefs on parts of the Scriptures that have been deemed heretical and made apocryphal by the Amarr. <sup>[22]</sup> These writings are said to contain vile teachings and the Emperor has decreed against possessing them, let alone practising or teaching them. It is likely these Scriptures date from before the Moral Reforms and were either preserved by the Sani Sabik or obtained from the Takmahl. They may be the same writings, in part or in full, retained by the Cult of Tetrimon. <sup>[255]</sup>

Given the above and that the Takmahl are said to be the predecessors of the Blood Raiders <sup>[22]</sup> it would seem that the sect either developed in the time since the fall of the Takmahl or existed before but underwent a significant shift when Takmahl teachings were brought into the sect. This may be supported by the blood only being used for initiation rituals at first, later becoming part of other rituals and the focal point of their supposed search for eternal youth. <sup>[275]</sup>

The Blood Raider sect spend most of their lives in space, hunting down, attacking and harvesting the blood of non-believers for various purposes, scientific and liturgical. <sup>[16]</sup> The science side of this has led to great medical advances by the Blood Raiders in recent years and renewed scientific interest in the properties of human blood.

There are stories of blood farms, where people are kept against their will and blooded regularly; others tell of sects that engage in necrophilic and even cannibalistic activities <sup>[275]</sup> though these acts may be committed or the stories created to support the Covenant's use of horror as a weapon. <sup>[16]</sup> There are also Blood Raider scientists involved in human breeding programs. <sup>[277]</sup> This all hints towards a strong interest in genetics which reflects their Takmahl roots. Omir has shifted the Covenant towards the collection of blood from cloned people, possibly targeting capsuleers or ensuring collection across many bloodlines. <sup>[275]</sup> It seems likely that the Blood Raiders have a DNA database that rivals or surpasses that of Egonics <sup>[278]</sup> given their focus on the collection of blood and medical science.



Despite the focus on genetics the Sani Sabik do not seem as strict on heredity as the Amarr. Omir himself has some Caldari ancestry. This may further reflect connections to the Apocryphon. <sup>[254]</sup> They are strict on the health of the blood though. An adult having poisoned blood is sacrilege to a member of the Sani Sabik. <sup>[16]</sup> The very idea is said to defy the Red God's laws. Despite this Blood Raider Alchemists seem to be involved in the creation and/or selection of various bioweapons such as the plague spores seen in a COSMOS mission. <sup>[22]</sup>

According to an Amarr COSMOS agent they have started to use bio-engineering to create human clones by the millions, to accommodate their increasing population. <sup>[22]</sup> They use these clones in their bloody rituals, even though it is said here that clones would be considered an 'impure' sacrifice according to their religion. To fool the members of their cult, they slightly alter their facial and body appearance. It seems their old way of mass breeding humans through captive female slaves was not living up to demand, and had to be supplemented else causing unrest within the organization. This seems to directly conflict with the Blood Raiders taking up collection of cloned blood when Omir

became leader. The distinction may be that collecting the blood of the same individual repeatedly is pointless.

The Sani Sabik believe in the Red God, possibly the same deity as the Amarrian God or an aspect of that deity. <sup>[16]</sup> To quote a Blood Raider: "A person cannot do what we do unless they understand, as fully as is humanly possible, why we do it. Not the science or the power, nor the fear it engenders in others - and we should never deny that we reap those benefits - but the closeness to the Red God it entails."<sup>[16]</sup>

The Sani Sabik also reacted to the first pictures sent back from w-space showing a crimson nebula. <sup>[279]</sup> The nebula was seen as confirmation of a Sani Sabik prophecy detailing a 'cloud of blood blanketing the universe' at the end of all things. This nebula is stated by CCP Dropbear to be the backdrop of the events involving Lianda at one of the Mirror sites representing the cycle of life and death. <sup>[280]</sup> It is possible the w-space incident involving Lianda was the beginning of a chain of events related to this prophesy.

There is mention in Book I of the Scriptures of what seems to be human sacrifice and of red skies being a good omen. <sup>[244]</sup> These may be examples of some of the many similarities the two faiths are said to share or reveal an incomplete purging of the darker sides of the faith from the Scriptures during the Moral Reforms. The Amarrian sixth symbol representing man becoming God seems distinctly Sani Sabik with their focus on greatness.

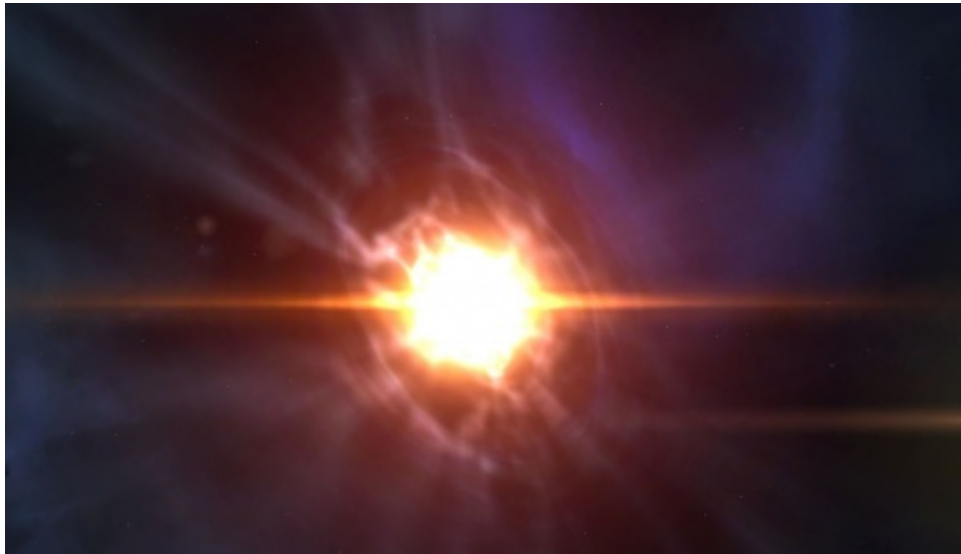
## **Insorum**

It was announced by Omir that the Blood Raiders had managed to obtain the Insorum Prototype and would use it against the Empire. <sup>[276]</sup> At the time it was doubted that the Blood Raiders had the scientific minds to create a mass-distributable form of the drug. Then Mabnen I was struck by disaster as an unknown aerosol was released into its atmosphere and slaves revolted. <sup>[282]</sup> Omir announced the Blood Raiders responsibility for the attack. It is notable that it was never proven that the aerosol released was a functioning Vitoc cure as the belief alone would likely have been enough to cause the revolt. According to statements the war between the two factions only slowed when the Empire destroyed a key Covenant installation in the Sahtogas system that was the logistical backbone of the Covenant war effort. <sup>[281]</sup> The installation served as the chief research and development station for the replication of the Insorum prototype, in addition to being one of the cult's main munitions dumps.



# EVE Gate

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A massive natural wormhole between the Canopus system [\[283\]](#) and New Eden was discovered in 7703. The Terrans saw possibilities for a new beginning for civilization and dubbed the wormhole EVE.

The original manual states that scientists correctly predicted the closure of the wormhole within a few decades and a pair of gates were constructed and brought online re-connecting New Eden and Terran space after the wormhole collapsed.

The New Eden gate is described as looking very much like a jump gate, though many times larger than any known space structure. The gate is fairly plain all around, but there are markings here and there in some ancient language that has not been fully decrypted. At the top, the largest of these markings is a three-letter word that says EVE. [\[284\]](#)

From the manuals wording it seems the EVE wormhole went from a closed state to an open state and then closed again. This implies it might re-open. What effect this might have, or is having, on the gate is unknown. An old EVE-Online website reference states that when the wormhole collapsed: "At first, this did not appear to affect EVE at all". Again the wording suggests something to do with the wormhole interfering with the gate. It is possible that the gate is not closed, but rather that the wormhole and gate are both open causing massive interference.

Whatever "unexplained phenomenon" closed the gates affected both sides. A severe magno-gravity disturbance rendered them inoperable, impossible to repair, and destroyed all the planets in the prosperous New Eden system. Extremely bright and powerful electromagnetic turbulence emits from the EVE gate. [\[284\]](#) This turbulence seems to originate from within the gate, so it is believed that the gate is actually open and the electromagnetic storms are coming through from wherever the gate is linked to. This may be related to the effect ignited isogen-5 has on electromagnetic fields, [\[285\]\[286\]\[287\]](#) possibly indicating that a deliberate or accidental incident involving this isotope was responsible for the gates closure.

The electromagnetic storms associated with the gate pulsate rhythmically, <sup>[284]</sup> meaning that every other year or so they recede enough to allow closer scrutinizing. But even then the turbulence is enough to rip to pieces any vessel foolish enough to wander close to it.

In recent years the Sisters of EVE have become more methodical in their approach to 'unlocking' the EVE-gate and have undertaken numerous related scientific experiments. <sup>[37]</sup> The instigator of these scientific approaches is the current high priestess of the Sisters, Harna Durado. She claims it is 'god's will' that the EVE-gate is studied thoroughly, with the intent of determining once and for all what forces are at work in and around it. This began before the events of TEA so what prompted this is unknown. It may be related to Jovian influence as the SoE has Jovian members though this seems unlikely given how much the Jovians presumably know about the gate by now.

The Sanctuaries main focus is the EVE gate. The Elder War saw an increase in activity at the gate and a team investigating this new anomaly uncovered a strange signature, as if the gate were responding to something elsewhere in the cosmos. <sup>[288]</sup> This led to the trail which allowed the discovery of Jamyl's superweapon alongside a drone-hive stockpiling isogen-5 and ultimately caused the Seyllin incident.

There are hidden wrecks of Terran origin scattered around the EVE gate, cloaked by Jovian technology. <sup>[13]</sup> This points to them being part of the Jovians secret or their attempts to manage the faction's development. It is possible, since isogen-5 containers were located here, that the gates closure was caused by an isogen-5 detonation within, or on the other side of, the gate. Also found aboard Terran freighters at the gate were the Terran weapon components reverse-engineered to produce Jamyl's superweapon. The freighters trajectory aligns with the centre of the gate suggesting they came through. It has been pointed out that it is uncertain if they passed through before, during, or after EVE collapsed. <sup>[13]</sup> How even wreckage of these ships survived the disaster which destroyed the worlds of New Eden is unknown even given the advanced state of Terran technology suggesting that these vessels may have somehow passed through the gate after the disaster.

It is possible the disruption of the gate was caused by an ancient stellar event that occurred in Cloud Ring. This may have been similar to the more recent detonation of Isogen 5 stockpiles and it is notable that the SoE mount scientific expeditions to study Cloud Ring. <sup>[430]</sup>

EVE's collapsed singularity is known as point genesis. <sup>[13]</sup> The end of TEA depicts a Jovian Eidolon battleship which was "hurled through Point genesis -which contrary to Empire law - was not at all what it seemed." A stream of pulsing light is mentioned and its pulsing rhythm intensifies as "deadly bolts of energy that had been travelling for years" came from the gate and with searing radiation and overwhelming brightness the gate "lashed out and engulfed the Eidolon in a violent fury." The radiation may be linked to isogen-5. Other effects may be related to the Terrans or The Order. Exactly what is meant by Point Genesis not being what it seems is unknown. Perhaps it is only what is obviously pointed out by the Eidolons journey, that the gate is not closed.

# Isogen-5

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## Description

Isogen-5 is an exceedingly rare mineral isotope found only in the presence of type-O stars.<sup>[13][289]</sup> They are the hottest, brightest, and on average largest and highest mass of stars.<sup>[121]</sup> It is a highly unstable <sup>[290]</sup> glowing blue crystalline material <sup>[13]</sup> with a mass presumably greater than that of isogen. Isogen-5 is a radioactive isotope as it would be subject to alpha decay.<sup>[291]</sup> As an odd number nuclide it would have half-integer spin and be a fermion.<sup>[292]</sup>

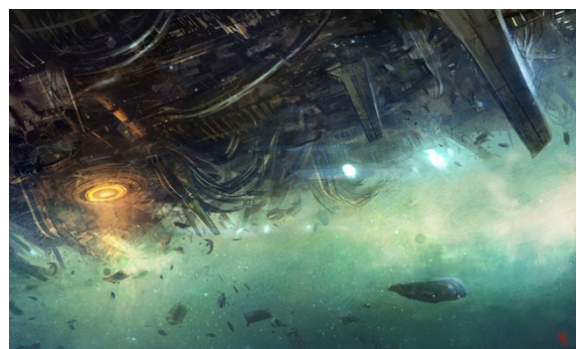
## Origin

According to generally accepted cosmological theory, only isotopes of hydrogen and helium, traces of some isotopes of lithium and beryllium, and perhaps some boron, were created at the Big Bang, while all other isotopes were synthesized later, in stars and supernovae, and in interactions between energetic particles such as cosmic rays, and previously produced isotopes.<sup>[291]</sup> This and the repeated accounts of Rogue Drones harvesting isogen-5 from type-O stars suggests that it is formed within these stars. They are the rarest of all main sequence stars and are so hot as to have complicated surroundings which make measurement of their spectra difficult, shining with a power over a million times our Sun's output.<sup>[289]</sup> Type-O stars burn through their hydrogen fuel very quickly, and so are the first stars to leave the main sequence. The high number of stellar phenomena found in w-space may be attributable to many of these stars once being type-O. Ordinary isogen is a light-bluish crystal, formed by intense pressure deep within large asteroids and moons.<sup>[293]</sup> It is possible that intense pressure and/or massive heat are required to produce isogen-5.

It is possible that nanobots can be injected into a star similar to their use in the Thermoelectric Catalysts seen in select Sleeper drones.<sup>[104]</sup> This could be used to convert other stars into type-O stars that produce isogen-5 or may be the cause of isogen-5 production within said stars. The tools for this could be the Talocan Disruption Tower <sup>[156]</sup> and/or the Sleeper Phase Catalyst Converter <sup>[38]</sup> with the latter sounding likely with its use of phase, possibly relating to stellar phases, and catalyst.

## Extraction

A site was located in deadspace at T-IPZB through an acceleration gate of ancient and unfamiliar design.<sup>[13]</sup> The massive station located there had EUROPA YARDS CONSORTIUM engraved upon it. The site was scanned down from planet one and the station was close enough to the star for a ship's shields to be the only thing protecting sensitive equipment against the heat. Hundreds of thousands of Rogue Drones were observed emerging from the station's hangar towards the star and returning laden with isogen-5.



After the drones were disturbed and after Jamyl's superweapon had been used the site changed with the drones turning the station into a gargantuan drone hive. It is then described as a station of stations, a collation of superstructures.<sup>[121]</sup> The reasoning behind this change is unknown but may represent the drones hiding the Terran nature of the station. What is assumed to be the Abaddon housing the super-weapon was located at the site. Isogen-5 was detected within both the hive and the ship.

Extracted Isogen-5 may have been stored at Talocan Extraction Silos <sup>[173]</sup> and, taking the translation "star storage", at the Oruze Osobnyk sites. <sup>[38]</sup>

## Effects

The EVE gate began pulsing around the time of the Elder War. <sup>[288]</sup> The invasion event itself is also described as coinciding with a spike in EVE gate activity. The signature found in the EVE gate matched that found above Mekhios where Jamyl's superweapon was used. Where this signature is located tiny rips in space can be found, little pockets of anomaly where the laws of physics are turned inside out, too small to affect ships and too volatile to be of any use for scientific study. These same effects are stated to be present at the site where the Rogue Drones were harvesting isogen-5. It possible the gate resonated with the super-weapon when it put to use.

The Sleeper site Strange Energy Readings states high levels of radiation and wavelength readouts which suggest a powerful radioactive isotope was once housed there. <sup>[38]</sup> This suggests the Sleepers had stores of isogen-5. No solid traces remain and the level of radiant antimatter can only be explained by an immense--and recent--matter displacement. Whether this was done deliberately or was a side-effect of the isogen-5 igniting is unknown. Matter displacement is described in The Culture novels as a form of teleportation capable of transporting both living and unliving matter instantaneously via wormholes. <sup>[294]</sup> It seems likely that it holds the same meaning in EVE. Matter displacement may be linked to The Order as they are known for non-linear teleportation. <sup>[10]</sup>

The stockpile of isogen-5 at T-IPZB was entangled with numerous others holding massive quantities. <sup>[295]</sup> When the stockpile was ignited the other stockpiles exploded and caused the nearby stars magnetic field to realign themselves towards the explosions. <sup>[285]</sup> The material thrown off was characteristic of a supernova, though there wasn't a total collapse. The ejected plasma followed the new magnetic field at incredible sublight speeds causing damage to nearby worlds.

There are shattered planets in a number of systems. Only one, Seylinn in Essence, was located in empire space. Others were located in lo-sec and null-sec: T-IPZB (Delve), SL-YBS (Great Wildlands), Z8-8IT (Immensea), 3HQC-6 (Outer Ring), EAWE-2 (Stain, the Sansha are said to have lost a world it appears to have been this one), and 35RK-9 (Syndicate). Two are located in w-space the class 3 J164104 and class 5 J115422. Finally there is one located in Jovian space in PE1-R1 in the UUA-F4 region. This last exists in a system with a world of each type present so is likely to be a testing ground used by CCP however it is mentioned in the Anoikis chronicle by someone who seems to be a Jovian that the events touched their worlds too. <sup>[14]</sup> All of these planets were the closest to their stars except the Jovian one. It is stated that all such worlds in the New Eden cluster are products of the disastrous stellar events that occurred during the "Seyllin Incident". <sup>[296]</sup> The Shattered Planet description also refers to reports of "similar planets discovered in the unmapped systems reached exclusively through unstable wormholes. How these met their fate, if indeed they exist at all, is unknown." The final line here may suggest these worlds met their end through another cause, possibly related to the Terminus Stream. <sup>[33]</sup>

A bomb was detonated behind a swarm of Rogue Drones harvesting isogen-5. Though it only caught half of them the others carrying isogen-5 detonated in blue white explosions as well. <sup>[13]</sup> This seems to show the entanglement effect at work on a smaller scale.

A scientist refers to the main sequence anomaly being set into motion by subspace bursts which triggered a chain reaction as though "the fabric of time and space itself has been wrenched from beneath us." <sup>[295]</sup> Affected systems presented multi-frequency burst activity just prior to the solar event. All of it was high-energy, electromagnetic radiation, the kind of energy released in massive

stellar events. Massive bursts of ultraviolet energy and high-energy particles such as x- and gamma rays are released.<sup>[286]</sup> These symptoms are consistent with a post-main sequence event.

Shortly after multiple instances of point-defect turbulence, also referred to as defect-mediated turbulence in the fabric of space-time, were discovered in systems unaffected by these main sequence anomalies. This intense topological turbulence was noted to have the potential to collapse into pairs of defects forming wormholes.<sup>[297]</sup> Later it was confirmed that these defects had become the common wormholes we see today.<sup>[298]</sup>

Study of a wormhole system revealed that it is likely the system resides in another galaxy.<sup>[299]</sup> A level of volatility in this system's local electromagnetic fields was also detected. This may relate to isogen-5s effect on electromagnetic fields or to the heavy communication traffic the Sleeper network is likely to generate.

From these points we can imply certain properties of isogen-5. That it is radioactive and highly explosive, that it effects nearby electro-magnetic fields and the fabric of subspace when detonated, and that the mineral is effected by entanglement though the level of effect seems to differ with quantity. The last possibly proven when the destruction of harvesting drones carrying isogen-5 did not detonate the nearby stockpile. This is compared with the destruction of the drone hive stockpile igniting stockpiles across New Eden and beyond. It is possible a critical mass is required to cause such a chain reaction. If the stockpiles in w-space also detonated then distance can be removed as a factor, as would be typical when talking about quantum entanglement.

## Use

Ordinary isogen is used in electronics and weapons systems.<sup>[293]</sup> The only known application of isogen-5 was its use in the weapon that ended the Elder War.<sup>[13]</sup> It required a vast mechanism that took up a good deal of the interior of the Abaddon it was housed in and has been confirmed to involve isogen-5. The ship's forward superstructure had several release points not usually found on vessels of this design and particle emitter technology rigged onto the mains that looked like hybridized conductors of some sort.<sup>[121]</sup>



When activated a blue-white sphere is projected which erupts into an arc-charge dozens of kilometres long.<sup>[13]</sup> On hitting a ship the charge branches and spreads from ship to ship. Their hulls coruscate with electrostatic charges and their shields coruscate from white to red as the repulsive force is turned inwards shattering or crippling the targets. This seems to be related to isogen-5s effect on electromagnetic fields when detonated and possibly explains the lack of shielding on Sleeper drones. Use of this weapon can affect the crew,<sup>[13]</sup> on its second use Jamyl was physically weakened and her crew were all killed. This may be due to the intense electromagnetic forces at work, the radioactive properties of isogen-5, or other factors.

Entanglement is used in quantum information theory where a qubit can hold multiple states as opposed to a bits single state of 0 or 1.<sup>[301]</sup> Quantum computing allows for superdense coding providing exceptional performance and advanced cryptography.<sup>[302]</sup> A notable quantum computing candidate is a Fullerene-based ESR quantum computer.<sup>[303]</sup> This may relate to ordinary isogen being used in electronics and isogen-5s apparent quantum entanglement.

The isogen-5 being stockpiled at various blue type-O stars is stated to have been assembled for a very specific purpose and deliberately scattered throughout the New Eden cluster and beyond.<sup>[300]</sup> This implies stockpiles were present in w-space and this is supported by the Strange Energy Readings site. These stockpiles are said to have been placed by an ancient race who possessed a vision beyond the grasp of today's science and the technological advancement necessary to realize its potential. The stockpiles were destroyed but it is implied that their original intent was "good" and that the explosions themselves were not the goal. It has been said that Jovian worlds were also effected. This may signify ignorance of this project when establishing themselves near these stars or an inability to conceive of such a disaster. It has been noted that dozens of worlds perished, some in New Eden, and some that no person in recorded history would ever know about.<sup>[300]</sup> This seems to state that at least some of the process of isogen-5 stockpiling was constructed and conducted by drones without human input, possibly hinting at the Sleepers.

# Electronic Interference

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Electronic interference repeatedly crops up within w-space, enough so to appear significant. It can be found deep within both functional and damaged structures that seem to be used for housing stasis pods.<sup>[97]</sup> It is said to be "pulsing randomly every few seconds" in the working structures.

Electronic interference is again noted in several other Talocan and Sleeper sites which share the same description.<sup>[38]</sup> These sites are of the "Unsecured" type where Sleeper Databanks are found. The unsecured data may account for the interference or the interference may be why the sites are unsecure.

The interference may be related to Emergent AI as the Unsecure Core Emergence site, while having a different description to the above mentioned unsecure sites, refers to high levels of electronic activity emanating from it.<sup>[38]</sup> The site also gives an unshakable feeling that some kind of presence still persists within it with unthinkably vast amounts of data bleeding outwards to some unknown destination.

It is also possible this interference is related to the Talocan. Their Station Life Support Cores bear a sort of dim inner glow that pulses irregularly, like a dying light bulb.<sup>[105]</sup> A tingle like electricity can be felt just above their surfaces, though preliminary examinations have dismissed the presence of any electrical activity. If this is the same phenomena it significantly predates Sleeper Emergent AI projects.

The presence of the interference in both the Sleeper cryogenic facilities and Talocan life support cores suggests the possibility that it may be some form of weapon targeting the essential systems of both civilizations.

There is a possibility that this interference could be related to the rhythmically pulsating electromagnetic storms which seem to originate from the EVE gate.<sup>[284]</sup> There is also mention of a light from the gate whose "pulsing rhythm" accelerated when a Jovian Eidolon is destroyed at the end of The Empyrean Age.<sup>[13]</sup>

It is possible this interference has been repeatedly used on the essential equipment sustaining civilizations. It may have been used against the Terran colonists when applied to the gate, against the Talocan when applied to the life support cores of a space dwelling migrant civilization, and against the Sleepers when applied to the cryogenic facilities that held their bodies.



# Ascension

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The Apotheosis shuttle was gifted to capsuleers by the SCT on the fifth anniversary of the capsuleer era.<sup>[304]</sup> Apotheosis is the ascension of a subject to divine level.<sup>[305]</sup> This may refer to the capsuleers present state or a more advanced post-human state they are approaching, possibly related to the Awakened Infomorph.<sup>[433]</sup>

There is mention in Mesopotamian religion of the apotheosis of Enheduanna which may imply that The Order have achieved ascension.<sup>[207]</sup> Their talk of enlightenment and evolution hints to them thinking themselves ascended and is comparable to behaviour of Nale after exposure to the Jovian Book of Emptiness.<sup>[10][271]</sup>

There is also a Blood Raider said to have ascended after a fortnight of constant prayer and hundreds of screaming sacrifices.<sup>[22]</sup> This seems to refer to the more common religious interpretation of ascension though given the nature of the Amarrian Book of Emptiness it should not be simply ruled out.<sup>[271][272]</sup>

There is also data regarding the Rogue Drones: "I believe that long after you evolved from that stage there still existed within you that cold metal heart, that deep core which kept you from ascension." It is notable that those remarkably affected by the Jovian Book of Emptiness had notable emotions,<sup>[27]</sup> and The Order seem to continue to express theirs.<sup>[10]</sup> The Rogue Drones may have found a way around their limitations however by incorporating organic components into the hive.<sup>[397][398][399]</sup>

When an Archive Terminal is destroyed the following message is given: "With the terminal's destruction, knowledge is scattered, data strewn in thousands of directions. There are no answers here; only debris remains. Secrets have been lost to the void, perhaps containing among them some key to salvation from this bleak existence."<sup>[38]</sup> Given these structures are found near Talocan ruins this may indicate the Sleepers obtained information on ascension from studying the Talocan.

It would seem The Order wish to push the other races towards ascension. This is supported by the quote: "Eanna was all that remained of the example that humankind desperately needed to evolve, to rid itself of fear once and for all, and to embrace the enlightenment that has preserved us for millennia".<sup>[10]</sup> The kind of evolution and enlightenment is uncertain possibly relating to infomorphs, evolution, philosophy, or potentially all three.

There are a number of weak connections to ascension in w-space.<sup>[38]</sup> The Forgotten Frontier Conversion Module Sleeper site may refer to ascension. As may the Forgotten Perimeter Coronation Platform site, coronation here perhaps referring to the investiture of a monarch or their consort with regal power<sup>[306]</sup> though the site may instead be star related.<sup>[307]</sup>

There are monoliths, one located in the Dead End system in k-space and others located at the Forgotten Perimeter Gateway and Unsecured Perimeter Transponder Farm Sleeper sites in w-space,<sup>[38]</sup> may also be related to ascension. In 2001: A Space Odyssey there is a similar black monolith that somehow triggers a shift in evolution in early hominids and later encouraged humankind to progress with technological development and space travel.<sup>[308]</sup> It is possible these devices were similarly left behind by an ancient race. Hints in the novels regarding teleportation



and dimensions beyond the standard four may hint at a connection to the Talocan <sup>[162]</sup> or The Order. <sup>[10]</sup> It is also possible that they are exactly what they appear to be: Easter eggs with no actual ties to the game-world.

It is possible that the Talocan or a group within them ascended, leaving it all behind possibly along with the Monoliths as either a hint or a final mocking laugh at a cluster who have lost their cultural heritage. The Sleepers then came upon this knowledge and took it without having earned it much as the Jovian poem in The Truth Serum may suggest. <sup>[47]</sup> This may explain the origin of The Order.

## Book of Emptiness

Mentioned in the Scriptures and later located in a desert by an Amarrian team the Amarrian Book of Emptiness is said to bring immediate ascension to the reader. <sup>[270]</sup> A philosophical work based on a symbolic language, similar to maths, it supposedly brings its readers to a higher plane of consciousness and serenity though the state has also been referred to as “beautifully insane”. <sup>[7][270]</sup> Readers are generally not rendered catatonic, and are hinted to instead possess such a great understanding of their connection to the universe that those who listened to them speak were temporarily effected. To quote the chronicle directly: “In short, the entire world was revealed to them, and they saw themselves both as the inherent parts of it and outside of it, as if they were the viewer and the viewed all at once.” <sup>[272]</sup> This seems to tie in strongly with the Jovian poem ‘The Truth Serum’ <sup>[47]</sup> and how ultimate truth should be avoided as it brings an “end” to those who find it. Whenever someone who had read the book spoke they would begin with the denial “I have not read the Book of Emptiness”. On completing a reading it is said that “understanding [is] brought to the barest essence at which nothing could stand between you and the truth, and in which your only possible claim to have read and understood the Book of Emptiness was to deny it, to kill it, to go beyond it and into the realm of pure knowledge and being.” Following this the reader seems to mentally ascend beyond reality. It should be noted that despite not being famed for such effects the Book appears to have killed at least one subject who attempted to study it.

The Jovian Book of Emptiness was named after this item. <sup>[7]</sup> Approaching the end of the Amarrian Book of Emptiness the reader sees beyond words and symbols receiving “the undeniable meaning of a concept” The following sequence of concepts are shown: “here was Fire. There was Cold. He saw Black Mountain. A dark Sea. A Flight. This Freedom. This Truth. An Honesty. A Death.” <sup>[272]</sup>

Black Mountain is also mentioned in the vision Nale receives after being exposed to the Jovian book. The chronicle states: “He is here. Of course he is here. He has always been here.” This seems to relate to the book holding no new truths but rather filtering those already known, much like its Amarrian namesake. The section stating: “He's gone. He's void. There is no him any longer; he is of this world but no longer of this world. He is the black sea, and he is the black sky. He is the black sea, and he is the black mountain. He is the black mountain.” May relate to the understanding gained from the Amarrian book, what is missing though is the denial. “Slowly, a new presence begins to rise, and it is him. He parts from the black sea, but he does not part. He leaves the black mountain, but he does not leave. He floats up to the black sky, but he does not need to join it.” This may be the source of Nale’s abilities, that he was able to learn the truth and become unified with reality and yet separate himself from it. Draea experienced a similar vision. She saw Nale’s union with reality as his death, which as he effectively ‘rose’ as another person is a valid viewpoint. Rather than accepting it and ‘drowning’ in the sea she stood atop the mountain and the entire world was “narrowed to a point, reduced, brought directly into [her] aim.” <sup>[27]</sup> When asked why the Book changed them Nale responds ““Because we were ready. I was hoping that you would also be ready for the next stage. We're getting closer to ascendency.” <sup>[27]</sup>

It is possible both items are one and the same. The related items presented Nale and Draea were perceived differently and it is said of them that: "it's different for everyone. I see snowflakes, gently drifting about inside the boxes. Other people see colors, and others can only tell by feel. Your mind picks whatever you can handle."<sup>[426]</sup> If the Book exhibits the same behaviour then the two may be the same item.

It is possible the Books and the activators are the products of an ancient race. Despite their described origins the technology seems beyond that possessed by the current Jovian Empire. The Book may even have been recovered or reverse engineered rather than invented by the Third Jovian Empire. A relation to ancient technology would explain the presence of multiple activators in different locations. Mentioned in the sequence of chronicles related to the Jovian Book is the retrieval of an item from a wreck that has seemingly telepathic qualities, projecting emotions and drawing travellers into some form of trap. The item is taken to the SoE to be "purified". It is not the first such item they have found. Its discovery and removal is likened to stumbling upon a dark tapestry and cutting away one of the threads.<sup>[426]</sup> The nature of these objects, the level of knowledge regarding the human brain, the manipulation of thought and emotion, suggest ties to The Order or the Sleepers. Their purpose may be to push the cluster towards ascension. It is possible that the Sleepers stumbled upon a similar trap perhaps implicating the Talocan.

That the effect only takes place among a sub-section of the population may link in with whatever the Elders did to cause the fall of the first Jovian Empire, and may also relate to the Blood Raiders belief that "some people were born for greatness and other people only lived to feed and breed these geniuses."<sup>[275]</sup> If such a method of ascension were unleashed upon a whole population many would probably ascend but considerably more would suffer the adverse effects.

Both Books are apparently unavailable for further study with the Jovian one apparently destroyed and the Amarrian one seemingly lost to time either in Amarrian possession or buried beneath the sands of Amarr Prime.<sup>[272]</sup>

# Mesopotamian Religion

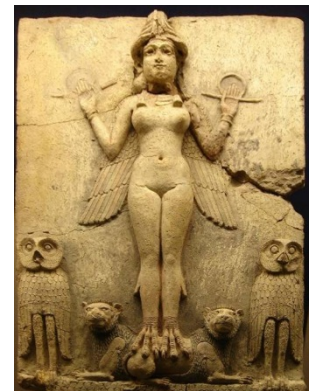
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## Disclaimer

You can find almost ANYTHING in mythology if you look hard enough. It is an often vague subject and religions borrow from each other enough to muddle the matter considerably. Despite extensive research and a great deal of note taking many connections were trimmed out of this section in order to focus on the more evident ones. It should be noted that these may still be completely incorrect or be well beyond those intended when CCP decided to dub The Order 'Enheduanni' and a Minmatar world 'Eanna'.

## Enheduanna

The Order are known to the Jovians as the Enheduanni. Enheduanna means "lord or lady ornament of An" or "high priestess ornament of An" with An being "the sky" or "heaven".<sup>[207]</sup> The reference to heaven here may link to the first or second Jovian empire.<sup>[3]</sup> The Lord/Lady aspect points towards the Elders who led to the downfall of the first Jovian Empire.<sup>[9]</sup> Enheduanna was the first known holder of the title, "En Priestess" and is often regarded as the earliest known author and poet.<sup>[207]</sup> During the reign of her brother she was involved in some form of political turmoil and expelled from the role and the city though eventually reinstated. After her death Enheduanna continued to be remembered as an important figure and a fragmentary hymn indicates her apotheosis,<sup>[304][305]</sup> becoming a deity following her death. This may support the theory that The Order have ascended to a post-human state. Enheduanna wrote many personal devotions to the goddess Inanna and her hymn to Inanna states, "She stirs confusion and chaos against those who are disobedient to her, speeding carnage and inciting the devastating flood, clothed in terrifying radiance. It is her game to speed conflict and battle, untiring, strapping on her sandals."<sup>[309]</sup> This seems to match The Orders actions exceptionally well. Inanna<sup>[310]</sup> is also mentioned in a kingmaker role which may relate to The Orders manipulation of the factions through controlling the influence of those who rise to power. Also of note is that Enheduanna called on her personal relationship with the goddess Inanna for help in regaining her position as priestess of the temple against a male usurper.<sup>[311]</sup> The male usurper may represent the Jovians who are mythologically tied to a paternal role.<sup>[314]</sup> Inanna, being a goddess of sexual love, fertility, and warfare,<sup>[310]</sup> displays many traits the Jovians lost meddling with their genetics. Thus The Order may represent the part of their race who did not tinker with their emotions. Alternatively they may have separated from the Jovians before the Shrouded Days, discovered a cure to the Jovian Disease, or have succumbed to the diseases effects.<sup>[10]</sup>



## Eanna

The temple of Eanna, meaning "house of heaven" or "house of An" in Uruk was the greatest of Inanna's temples.<sup>[208]</sup> It is also the name of one of the Minmatars most sacred worlds. The planet was Reclaimed by the Amarrians.<sup>[10]</sup> Two million were taken as slaves with sixty-three million killed mostly by orbital bombardment of the population centres. Before this The Order had great hopes for the Minmatar and were guiding them along a path similar to their own. After the devastation of Eanna Minmatar Elders were taken prisoner by the Amarrians. The Order, possibly out of frustration more than enacting a new plan, arranged for the Thukker, Nefantar, and Starkanir Elders to be killed shattering the hope of a unified Minmatar nation for years to come.

## Inanna Sleeper Connections

Inanna is said to have travelled to Abzu and taken the Mes (secrets of civilization) from Enki.<sup>[208]</sup> This may represent the Sleepers studying Talocan technology in w-space. Inanna was also called the "Queen of Heaven" possibly linking to the first or second Jovian empire.<sup>[3]</sup> She is also associated with the planet Venus <sup>[208]</sup> possibly associating her with an unknown faction. Anu is prominently associated with the E-anna temple hinting that the goddess Inanna may at one time have been his consort.<sup>[310]</sup> This may suggest a connection between The Order and the Terrans. Her symbol is an eight pointed star or rosette which can be seen on the Khumaak <sup>[210]</sup> and a bisected version appears in Sleeper structures and SCT ship designs. Muddying the waters is that the symbol is similar to the Dingir a sign that can be translated as "god" or "goddess" and is also used represent Anu.<sup>[312]</sup>



## Anu Terran Connections



The king of gods who dwelt in the highest heavenly regions.<sup>[312]</sup> He was father of the Anunnaki, a pantheon of gods which included Enki and Enlil.<sup>[313]</sup> This may point towards An/Anu being associated with the Terrans who dwell in Terran space and from whom the other factions originated.

## Enki Jovian Connections

Enki is associated with water which may tie to the Jovian wetgrave.<sup>[153][314]</sup> The portfolio of Enki which includes wisdom, culture, crafts, mischief, intelligence, magic, and creation also seems fitting for an advanced empire particularly the First Jovian Empire. His portfolio also included fertility something only the first empire can lay claim to. Enki's symbols include the double-helix snake and the goat. The snake symbol is similar to the Caduceus, often mistakenly associated with medicine <sup>[316][317]</sup> and the double-helix is associated with DNA and genetics <sup>[315]</sup> fields the Jovian empires have been masters of. In addition the Jovian Directorate emblem somewhat resembles the other symbol, a stylised goats head. Enki prefers persuasion to conflict and avoids conflict where possible.<sup>[314]</sup> This seems to fit the known actions of the Jovians.



In a complicated story Enki has a daughter named Lady Rib who is given the title of 'the mother of all living'.<sup>[314]</sup> This is also the title given to Eve, who was made from the rib of Adam. This may suggest that the Jovians built the EVE Gate. Perhaps they did so in their past as a Terran corporation, possibly the Europa Yards Consortium making them the first pioneers of New Eden. Enki was given the Mes by Enlil and was to broker them out to the cities.<sup>[319]</sup> Among the Mes are the "exalted and enduring crown" and the "exalted sceptre" these may be Ametat and Avetat from the Amarrian Scriptures.<sup>[209]</sup> Other Mes, some objects others crafts or abstracts, may have also been passed on to the factions.

Enki is always true to his own essence as a masculine nurturer.<sup>[314]</sup> He is fundamentally a trouble-shooter god, and avoids or disarms those who bring conflict and death to the world. In character Enki is not a jester or trickster god, he is never a cheat, and although fooled, he is not a fool. Enki uses his magic for the good of others when called upon to help either a deity or a human. This fits in well with how the Jovians aided the Minmatar and how the Sefrim aided the Amarr.<sup>[10][209]</sup>

## Enki Talocan Connections

Abzu was defeated by Enki who then lived in Abzu.<sup>[317][318]</sup> Enki was also known as "king of the deep".<sup>[320]</sup> This may reflect the First Jovian Empire defeating the Yan Jung and taking residence in w-space. If the Talocan were the First Jovian Empire this fits in with the Jovian associations with Enki. The Talocan also seem related to Tlaloc who was an important deity in Aztec religion, a god of rain

and fertility. Lord of the powerful element of water.<sup>[161]</sup> This seems to show water as a link between the Talocan and Enki.

## Marduk Jovian Connections



Jupiter is associated with Marduk who is connected with water, vegetation, judgment, and magic.<sup>[321]</sup> He is the son of Enki. He absorbed the power and prerogatives of Enlil. Having defeated Enlil his only serious rival was Assur. He was referred to by many lordly titles as well as "the wise lord of oracles" and "reviver of the dead". The assumption of powers, links to water, technology, and reviving the dead, along with the Jupiter reference hint at connections to Jovians. Nabu was the son of Marduk and this may, along with the prophesy of Macaper, hint at a coming fourth Jovian empire.<sup>[72][323]</sup>

## Enlil Connections

Enki assisted humanity against Enlil who sought to destroy them by drought, famine and plague.<sup>[314]</sup> He taught humanity irrigation, granaries and medicine. So Enlil gets the gods to agree not to tell the humans about his next attempt, flooding. Enki tells a man's hut and humanity is saved. This may represent the Jovians aiding the young races against attack. The Yan Jung may fit the place of Enlil, mainly as they are the only other group known to be active at the same time as the first Jovian empire, notably near the end of their era perhaps indicating that they were defeated by the Jove. It is also possible that Enki and Enlil represent factions within the first empire. Enki was given the Mes by Enlil,<sup>[314]</sup> these may represent certain artefacts and technologies that Enki gave the empires.<sup>[209]</sup> Enlil is also said to have been banished to the underworld and to have returned.<sup>[324]</sup> This may be linked with the existence of the Talocan or Yan Jung in w-space.<sup>[64]</sup>

## Tales

In the later Babylonian epic Enûma Eliš, Abzu, the "begetter of the gods", is inert and sleepy but finds his peace disturbed by the younger gods so sets out to destroy them.<sup>[325]</sup> His grandson Enki, chosen to represent the younger gods, puts a spell on Abzu "casting him into a deep sleep", thereby confining him deep underground.<sup>[314]</sup> Enki subsequently sets up his home "in the depths of the Abzu." Enki thus takes on all of the functions of the Abzu, including his fertilising powers as lord of the waters and lord of semen. This tale may relate to the Jovians sealing the EVE gate to keep the Terrans from destroying the younger races or to trapping a faction within w-space.<sup>[97]</sup>

According to one story, Inanna tricked the god of culture, Enki, who was worshipped in the city of Eridu, into giving her the Mes.<sup>[208]</sup> The Mes are described as documents/tablets which were blueprints to civilization.<sup>[319]</sup> They represented everything from truth to weaving to prostitution, granting power over, or possibly existence to, all the aspects of civilization (both positive and negative). Inanna travelled to Enki's city Eridu, and by getting him drunk, she got him to give her hundreds of Mes, which she took to her city of Uruk. Later, when sober, Enki sent mighty Abgallu (sea monsters, from ab, sea or lake + gal, big + lu, man) to stop her boat as it sailed the Euphrates and retrieve his gifts, but she escaped. This may represent the Sleepers obtaining Talocan technology in w-space.<sup>[38]</sup>

Another story is that of Inanna's descent to the underworld.<sup>[208]</sup> Inanna's reason for visiting the underworld is unclear. Before leaving Inanna instructed her minister and servant Ninshubur to plead with the gods Enlil, Nanna, and Enki to save her if anything went wrong, because everyone that went to the Underworld never came back. As she passes through the gates of the underworld she must give up garments which are representations of powerful mes she possesses and is eventually left naked and stripped of her power. She is trapped in the underworld by her sister Ereshkigal. Enlil and Nanna refused to help but Enki was deeply troubled and agreed to aid her. He created two asexual



figures named gala-tura and the kur-jara from the dirt under the fingernails of the gods who retrieved and revived Inanna's body. Demons followed (or accompanied) Inanna out of the underworld, and insisted that she wasn't free to go until someone took her place. Ultimately she decreed the demons were to take her husband Dumuzi, who was sitting in nice clothing underneath a tree and enjoying himself, despite his wife supposedly still being missing in the underworld. Dumuzi's sister bargained to share her brother's time in the underworld, each spending half a year there. Inanna eventually regrets sending her husband to the underworld and begins to miss him. The fertility that she controls with her godly powers begins to fade when she misses her husband during the 6 months that he is in the underworld a year. This infertile time corresponds to the fall and winter months. When her husband's sister is in the underworld and Dumuzi is with Inanna, everything is filled with love and with life; this time corresponds to Spring and Summer. This may indicate that The Order were a group within the Jovians, possibly the Sleepers. If the underworld is thought of as w-space then the Sleepers went in to encounter the Talocan (possibly represented by Ereshkigal) who fit the role of regent of the underworld being named after an Aztec underworld, and trap them there until the Jovians help them. It is possible gala-tura and the kur-jara represents capsuleers or that one represents capsuleers and the other drones.

## Akkadians

An was known as Anu to the Akkadians, [\[310\]](#) Nanna is known as Sin, [\[326\]](#) and Inanna as Ishtar. [\[327\]](#) Other Syrian gods can be found within the Akkadian pantheon. The Gallenteans have somehow retained or obtained some of these words which must have some significance to them as they have been applied to their vessels.



# Prophecy of Macaper

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Another subject composed of vague interpretations worth passing over is that of Macaper's prophecy, in particular the last four events which have not yet occurred.

The meaning of "the appetite of nothing expands over the world"<sup>[72]</sup> is uncertain. Assuming the next passage is correctly interpreted this event has already happened or is happening. Therefore it is possible that it refers to the recent outbreak of war between the empires.

The passage, "the little brother makes the final sorrowful steps home; he is not welcome"<sup>[72]</sup> seems to refer to the Jovian Eidolon which entered Point Genesis and seems to have been attacked there, finally being destroyed back on the New Eden side.<sup>[13]</sup>

The next reads, "what was many now becomes one when one becomes four"<sup>[72]</sup> The first part of this may refer to a union of factions, or of the capsuleers. The latter part could refer to the rise of a fourth Jovian empire. It is possible this prophesy implies a union of Jovian factions, possibly including the Directorate and the Sleepers, which brings the Jovians into a new era.

Finally, "return of the dark light from the heart of the mother"<sup>[72]</sup> implies connection to the EVE gate that is, in a way, mother to the races of New Eden who were born through her. The dark light may refer to the Terrans or to the pulsing light and electronic interference that has been noted at the gate and elsewhere. It could also be a reference to dangerous knowledge or science that has been forgotten but will be recovered from the gate.

The largest segment of the prophesy available to us is from the Erebus description:

"From the formless void's gaping maw, there springs an entity. Not an entity such as any you can conceive of, nor I; an entity more primordial than the elements themselves, yet constantly coming into existence even as it is destroyed. It is the Child of Chaos, the Pathway to the Next.

The darkness shall swallow the land, and in its wake there will follow a storm, as the appetite of nothing expands over the world.

From the formless void's gaping maw, there springs an entity."<sup>[329]</sup>

The seems to refer to the rise of the capsuleers, a previously inconceivable entity, that is cloned as soon as it dies, is a child of war, and may lead to further post-human advances. The war between the empires may be the darkness. The storm may be the Seylenn incident. The appetite of nothing may refer to the search for the truth in w-space, perhaps linked to The Truth Serum and its point on achieving the search for truth bringing an end to the searcher. That the last line is the first repeated may imply the arrival of another type of trans/post-human possibly the Dust soldiers or Awakened Infomorphs.

While it's easy to dismiss Macaper as an infuriating fool it should be noted that prophesies have a tendency to come true in New Eden some having likely been planted, or leveraged, to manipulate the current factions.

# Misc.

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## Anoikis

Anoikis is from the Greek "Without Home".<sup>[73]</sup> It is used by an assumed Jovian in reference to w-space. Anoikis is a form of programmed cell death which is induced by anchorage-dependent cells detaching from the surrounding extracellular matrix.

This implies the w-space systems and those within them were severed from k-space. Anoikis being a deliberate and useful process that prevents un-anchored cells becoming cancerous it would seem this was intended and that everything there would die for the good of the whole. It is possible this relates to the Sleepers becoming infomorphs and the Jovians locking them in w-space or merely to an attempt at containing the Jovian disease similar to the evacuation of the second empire.

## C3-FTM Acid

C3-fullero-tris-methanodicarboxylic acid protects epithelial cells from radiation-induced anoikia by influencing cell adhesion ability.<sup>[330]</sup> Difficult to procure and expensive to create, this rare chemical compound plays an important role as a neuroprotective agent for capsule pilots.<sup>[18]</sup> It is integrated into the life-support systems on board a capsuleer's vessel, where it helps limit brain cell death and neurodegeneration. C3-FTM Acid along with a number of other rare drugs, possibly also fullerene based, have become significantly cheaper since w-space became accessible, likely due to the influx of fullerenes and fullerene based products.<sup>[331]</sup>

It is used by capsule pilots as a performance enhancer of sorts though it is only useful in certain situations.<sup>[331]</sup> It works through selective memory, compartmentalizing different parts of ourselves into different areas. If you don't really need your childhood memories, or your knowledge of how to pilot Jump Freighters you can narrow it down. The more situational your needs are the less you need to bring along.

## Cartesian Temporal Coordinator

This device is used for scientific calculations able to plot various points in time. Those found aboard Sleeper drones synchronize their processing time with the distance travelled between two points.<sup>[332]</sup> Reconfigured it allows electronic systems to better withstand interference from subspace distortion.

Subspace itself may relate to Euclidean subspace <sup>[333]</sup> which in turn could relate through hypereuclidean mathematics <sup>[162]</sup> to the subspace used in wormhole travel <sup>[334]</sup> communications, <sup>[335]</sup> sensors,<sup>[336]</sup> and power generation.<sup>[337]</sup> The Talocans expertise in the field of hypereuclidean mathematics may link them to this device.

Its presence on Sleeper Drones may relate to their Jump Drive Control Nexus which suggest that the drones are capable of other types of more advanced interstellar travel. <sup>[41]</sup> There is an example, in the SoE epic arc, of a Sleeper drone using spatial rifts to travel. The same reasoning may be applicable to the Jovians as their ships have been shown to contain these devices and they appear capable of travel to empire space despite closing the gates to their regions.

Given these points and the description of spatial rifts encountered that are associated with the Awakened Infomorph, <sup>[433]</sup> it seems modified Cartesian temporal coordinators are used to keep systems in synch when passing through a spatial rift.

## Wormhole Locus

There are 2498 W-space systems and Loci range from J100001 to J235953. There are three oddly designated systems: J1340+6, J1259+0, and J1226-0.

In geometry, a locus (Latin for "place") is a collection of points which share a property.<sup>[338]</sup> For example a circle may be defined as the locus of points in a plane at a fixed distance from a given point. This may relate to mapped wormhole systems forming the shape of a logarithmic spiral or be related to the Sleepers.

In the fields of genetics and evolutionary computation, a locus is the specific location of a gene or DNA sequence on a chromosome.<sup>[339]</sup> This may be related the Sleeper networks possible use working on a genetic problem and its spread across w-space systems.

In medicine a locus is the point on the body where a pathogen enters.<sup>[340]</sup> This may relate to the Jovian Disease or the Quarantine Area.

In computing a locus is a distributed system project supporting transparent access to data through a network wide file system.<sup>[414][SD]</sup> This suggestion may also relate to the Sleeper network.

ISCS J143809+341419, XMMU J2235.3-2557, and RX J0848+4453 are galaxy clusters.<sup>[341]</sup> An interesting but possibly unrelated fact is that the most distant proto-cluster detected is known as COSMOS-AzTEC3 which may tie in with the Talocan.

It is possible that WH loci match up to galaxy clusters, are randomly placed, or are tied to specific rare phenomena. These theories would support these systems being scattered across the universe rather than being located together in a single galactic cluster.

The format of the loci appear similar to timestamps, with the notable exceptions listed above.<sup>[SD]</sup> It is possible that this denoted the layout of the systems as the tick around the spiral seen in Entity's map of WH space.<sup>[413]</sup> It is also possible this ties in with the Sleeper Data Libraries and Ancient Coordinates Databases.<sup>[61][59]</sup>

## Zephyr



The Zephyr is a unique starship design, relying almost entirely on solar winds for sublight propulsion.<sup>[342]</sup> Super-light sails allow it to ride the torrents of photons streaming through space, and its barebones construction gives it a tiny sensor footprint and almost negligible mass. Originally conceived by the ascetic Intaki polymath Valsas en Dilat as a demonstration of minimalist starship design, it was never intended as a commercial venture. Valsas remains adamant that the Zephyr never sees mass production, but at the close of YC111 he authorized the Intaki Syndicate to distribute a single hull to every registered capsuleer. These vessels are particularly interesting due to the fact that Sleeper drones seem to ignore them. It was noted by Silphy en Diabel, who is as close to a leader as the Intaki Syndicate has, that there is a "funny story behind those shuttles".<sup>[343]</sup> Zephyr may refer to a light west wind or to a number of light weight air-craft.<sup>[417]</sup>

## Ancient Gates

The science article on Interstellar travelling mentions dozens of ancient jump gates and fractions of gates are known to exist in numerous solar systems.<sup>[93]</sup> These jump gates have some peculiar traits. Age tests have shown that all these jump gates

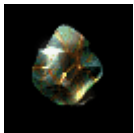


were built within the space of 50 to 100 years. The design of many of the jump gates is a little bit varied between places, as though they were constructed by different people. The most evident answer would be that these gates were constructed by the various Terran groups who came through EVE. The EVE Gate was open for 74 years fitting the time period well and the multiple groups would explain the variation between the gates. This idea is reinforced by the point that the layout of the gate remnants shows that they "snake out like a spider-web" from the New Eden system. The Amarrians stumbled upon the remains of a relatively intact jump gate at the outskirts of their solar system while the Gallenteans and the Caldari found only fragmentary pieces.<sup>[93]</sup> This may indicate that the gate in Amarr was better built or longer maintained than the gate in Luminaire, or that the gate in Luminaire was damaged in conflict, possibly related to the fall of the Yan Jung. The Jovians are said to have used these jump gates a long time ago, before they crumbled. Also of note are the Ancient Acceleration gates and Static Gates, both of which imply other forms of stationary gate travel used by the ancient factions.<sup>[202][42]</sup>

## Archaea

Advanced bio-engineering may involve single-celled organisms called archaea.<sup>[345]</sup> Mentioned in the chronicle *The Desert Fathers* they were found in an asteroid that landed near an outpost in Stain. The way they seemed to be react with the metals in the asteroid was astounding to the researchers there and it is hinted that there was much to be learned from them.<sup>[344]</sup> Archaea exploit a much greater variety of sources of energy than similar organisms ranging from familiar organic compounds such as sugars, to using ammonia, metal ions, or even hydrogen gas as nutrients. Enzymes from them can provide a simple and rapid technique for cloning DNA and they display promise for the extraction of metals from ores. It seems these features may have been used by the Jovians and possibly the Takmahl in their technologies. It is notable that the archaea were recovered from within an asteroid, the Kynoke protein was also found within an asteroid.<sup>[181]</sup>

## Unidentified Fibrous Compound



These pieces of blue-green compound feel slick and oily to the touch and leave a tingle in ones fingers if touched.<sup>[346]</sup> Fine crystalline filaments within crisscross and refract the light so that each piece seems to glow from within. Their origins are unknown. The author is unaware of this items source though it may be related to the Talocan Extraction Silos.<sup>[173]</sup>

## Heart Stone

These religious artefacts are highly decorated and carry an air of something ancient and beyond grasp.<sup>[347]</sup> Possibly related to the Amarr, Takmahl, Conformists, or Unified Catholic Church due to their religious nature. The author is unaware of this items source.

## Crux

Dr. Tiris Nalom, former Vice Director of University of Caille's department of Archaeology, set out to conduct private funded explorations in the Crux constellation, in the borders of Federation space, where ancient ruins of unknown origin are said to have been discovered.<sup>[348][349]</sup> No further information has been given.

## Ancient Weapons

Examples have been excavated by the Wyrkomi Corporation and it is said many factions seek to obtain these weapons.<sup>[196]</sup> They are rumoured to contain abilities previously unknown to the empires. This item shows that the factions have, for some time now, been trying to reverse engineer ancient weapons. It is unknown what successes have been made or which technologies may be examples of advances made thus far.

## Kynoke

The Kynoke infection is caused by a biological speck resembling a protein.<sup>[181]</sup> It enters the body through the respiratory system and then enters the blood stream. From there it moves to the brain, where it germinates. In its advanced state, the protein speck enters the medulla oblongata, where it infects the nerve cells very rapidly. The host quickly loses control over all bodily functions, accompanied by a great amount of pain, finally resulting in heart and lung failure within the space of a few minutes. The specks can survive in an advanced state for a few days; they can leave a dead host and enter another living being close by, in such cases the new host dies within a few hours once the speck has reached the brain.

The speck can also be found in a basic state.<sup>[181]</sup> As such, it can lie dormant for years and it can survive in extreme environments and conditions. When it enters a living being it usually starts developing to its advanced state, but this is not always the case; it can also lie dormant within a person for a long period of time. It can also enter the brain and start infecting proteins there, slowly but steadily killing the host by eating up its brain over a course of few months.

It is virtually impossible to detect the speck in a person, due to the fact it resembles normal proteins to such a high degree.<sup>[181]</sup> This has led to speculations that the speck evolved in humans or was even manmade a long time ago. This, and the proteins "enigmatic" dual nature, hint towards it being created by one of the ancient factions. Its biological nature would suggest the Takmahl or Jovians as likely suspects. It is also possible, due to the protein being located in an asteroid rich in tasc, Twin Atomic Superconductor Crystal, the core component of inter-stellar communication devices,<sup>[181]</sup> that it was deliberately left to be uncovered by a race advanced enough to make use of the material.

The neurodegenerative effects of the protein may be related to the Jovian Disease though this seems unlikely as the Jovian Disease is genetic in nature and cannot infect other races.<sup>[4]</sup> The protein may be related to Vitoxin, if it were allowed to continuously evolve this may be the end product.<sup>[15]</sup> The protein may instead be related to the protein shell of the Vitoxin virus, which itself may be related to the Jovian Disease.<sup>[432][431]</sup>

Discovered by contemporary factions five years ago when a mining shaft was dug deep into a huge asteroid in Taisy.<sup>[181]</sup> The Caldari are fervently trying to get to know everything there is about this curious biological speck. Talocan COSMOS in in Caldari space, as is Kynoke Pit making them another suspect for its development or a target of its use. It should be noted that archaea, possibly used in advanced manufacturing by an ancient faction were also recovered from within an asteroid.<sup>[344]</sup>

Two years ago an unknown group managed to infiltrate the security parameter around the Pit on two ships and entered the station.<sup>[181]</sup> In addition to acquiring samples of the bio-speck, the group loaded their cargo holds with the highly valuable tasc from the station's vast storage vaults. On their way out the bandits started showing the symptoms of infection. One of the ships crashed back into the Pit after disembarking, severely damaging the station and completely destroying the ship. The other ship managed to escape the investigating Caldari vessels and disappeared without a trace in an asteroid field and has not been heard from since.

During the incursions Nation attacked the Taisy system and post-battle analysis of communications records suggests approximately 5000m<sup>3</sup> of unidentified substance was removed from the system by Nation forces.<sup>[350]</sup> According to Federation Navy Officer Omune Balenne the pit itself was not breached however it was later revealed that Nation had obtained the virus.<sup>[ML][351]</sup> Sansha and the Rabbit were prepared to exchange it for the aid of Veto, a Gurista aligned capsuleer organization. Negotiations were apparently not completed.

## Scientists Deaths

Professor Mkauna Nkumi was found dead in his research facilities in Ferira system.<sup>[352]</sup> Professor Nkumi, well known for his contributions to the field of regenerative genetics, was most famous for his work into cloning technology. His methods and discoveries caused an immense increase in clone efficiency, helping to bolster public confidence in the technology. He eventually came under fire from several prominent anti-genetics groups, who claimed his research into post-mortis regeneration broke all kinds of ethical and legal barriers. CONCORD interviewed several protestors known to commit violent acts but no further information was given.

Some months later Dr Tourny - another expert in the field of cloning technology; was apparently set upon by several individuals in the Du Annes solar system and suffered a fatal capsule breach during the altercation.<sup>[353]</sup> At this time the motive for the killing is unclear, but thought to involve research Dr. Tourny had been conducting into a new type of clone. Purportedly having a 100% memory retention rate; this would theoretically eliminate the risk of any brain damage resulting in skill or memory loss after pod death.

These incidents may be linked and represent a suppression of cloning technology. If so suspects include the Broker, seeking to retain his advantage and the Jovians, though they have never been known to act so aggressively in suppressing technology.

## Terminus Stream

The description for a terminus stream reads as follows: "The material being ejected from this wormhole consists of hydrogen, oxygen, silicon, iron, and other materials usually only found in those states and frequency on terrestrial planets."<sup>[33]</sup> It has been reported that there is supposed to be one at the Integrated Terminus sites in w-space though the site was disabled and now that it is back there is reportedly no Terminus Stream present. It remains possible that they are linked to the Talocan, possibly to the Talocan Disruption Tower<sup>[156]</sup> and the shattered worlds in w-space which are hinted to have suffered a different fate to those found in k-space. It is possible that the object is a wormhole with its other end located within a planet, this would likely result in the planet becoming unstable possibly passing through a magmatic stage before becoming a shattered planet. This may be linked to Deltole where one of worlds the Yan Jung settled, which is reported to have once been much more hospitable, is now a lava planet.<sup>[172]</sup> Given that it is unknown how long the process would take to destabilize a planet any number of worlds could be effected by such wormholes. The reason for the Terminus Streams existence may be for use as a weapon or as a tool for extracting materials. They may also represent unfortunate natural phenomena or accidents.

## Hyperbole Nexus

The Hyperbole Nexus is described as follows: "Before the technology for employing crystals for faster-than-light communications was invented various other techniques were used to bolster celestial communications. Half a millennia ago the Amarrians discovered a space phenomenon, places in space that seemed to echo with other similar places elsewhere. They learnt to tap into these echoes, greatly boosting the strength of communication devices. Though these places are today largely neglected, there are some people that feel a connection them. The Hyperbole Nexus is one such a place."<sup>[354]</sup> It is possible these locations are a natural phenomenon. Other explanations include being locations where rifts, wormholes, or other interstellar travel or communication devices used by the ancient factions were once located.

## René Descartes

Descartes seems to have been a major inspiration for many of these mysteries.<sup>[355]</sup> He wrote about mind body dichotomy (infomorphs), the nature of dreams (Sleepers), teleology (non-natural teleology), ontology (Writings of Ior Labron),





the Cartesian coordinate system (Cartesian Temporal Coordinator), and the logarithmic spiral which can be seen in the layout of systems in Anokis and may be hinted at in the chronicle title "The Spiral".<sup>[288]</sup> While interesting it must be remembered that this seems to have been an inspiration and not part of the actual story itself.

## Additional W-Space Components

Within the Wormhole Minerals category of the EVE database are a large number of unpublished items related to w-space.

Thruster mounts<sup>[356]</sup> and nozzle reinforcements<sup>[357]</sup> are likely used in propulsion subsystems while plutonium metallofullerene<sup>[358]</sup> may be used in offensive subsystems. Nanoassembler ligaments<sup>[365]</sup> and nanoelectromechanical sheets<sup>[366]</sup> appear to be used in armor defence subsystems. Sleeper AI control cores<sup>[359]</sup> and standalone warfare processors<sup>[360]</sup> are likely involved in electrical subsystems. Thermoelectric Power Cores<sup>[361]</sup> and plasma conduits<sup>[362]</sup> seem to be used in engineering subsystems. In short the parts for the missing fifth subsystems or other t3 ship classes appear to be present in the database.

Interestingly two Sleeper shield related items appear here, field harmonic regulators<sup>[363]</sup> and Sleeper ward consoles.<sup>[364]</sup> The regulators lack their proper description though the ward console is noted to be a control unit for a starships shield systems. It is possible these would need to be recovered from Talocan structures, noted to occasionally use shielding based on Sleeper technology, or from previously unknown Sleeper sources.

The coolant regulator,<sup>[367]</sup> polyfullerene condensate,<sup>[368]</sup> and thermal diffusion film<sup>[369]</sup> provide heat management and may be involved in obtaining isogen-5 from stars with isogen-5 itself being among the items here. Thermophased Metallofullerenes<sup>[119]</sup> recovered from Sleeper drones seem to indicate that they were exposed to exceptional heat.

Particle emitters<sup>[370]</sup> and secondary power couples<sup>[371]</sup> may indicate the use of technology similar to that employed in Jamyl's Superweapon.

Additional materials are also present. Nanobud Polymers<sup>[372]</sup> used in construction of advanced electronics as well as ultra-hard metal alloys and Nanotori Polymers<sup>[373]</sup> which can be found in anything from metal alloys to insulators and semiconductors.

There is also a Neuroprotectant Injector Array.<sup>[374]</sup> Lacking its proper description this may be used to protect the pilot from skillpoint loss when losing a T3 vessel or may relate to C3-FTM Acid.

Many of these items are labelled as 'Intact' contrasting with some of the melted and fused items recovered from Sleepers today. This along with the presence of Sleeper shield systems implies that there are further Sleeper resources waiting to be added.

## Echo

The Echo, a frigate used by the Angel Cartel, is found in the EVE database, and is described as follows: "The Echo assault frigate was developed and produced by the Indocon Corporation early on in the first era of galactic conquest. Asteroid mining had become increasingly dangerous due to pirate traffic, and the first prototype of the Echo was made."<sup>[375]</sup> This may refer to a Terran corporation and first era of galactic conquest may pre-date the discovery of EVE or there may have been a number of eras of galactic conquest





between groups surviving the closure of EVE. It is possible Indocon existed alongside Europa Drive Yards and the name may indicate that the corporation had Indian origins.

## The Sphere

An item described as a purple and opaque marble-like sphere was retrieved by Sisters operatives including Nale. <sup>[426]</sup> It resembles the marble used to test Nale before his involvement in the Black Mountain incident and seems related to the Jovian Book of emptiness. The item is recovered from a wreck, apparently placed to call hapless travellers into a trap. Nale describes the following: "The sphere calls to him, but the happiness it promises is laced with confusion, and he senses undercurrents of doubt and madness." The sphere is apparently not the first such item the Sisters have recovered and claimed they were going to purify it. The last lines of the source chronicle state "It feels like they've stumbled onto a dark tapestry, and managed to cut away one of the threads." <sup>[426]</sup> The race responsible for the wreck is unknown as is the creator of the sphere itself. Ties to the Jovian Book of Emptiness and the way it and related artefacts operate may implicate the Jovians, Sleepers, Talocan, or The Order.

## Presence in the Dark

Jamyl describes her podding: "there was a flash. Something was there... I felt as if I was being watched... and then, blackness." <sup>[13]</sup>

Korvin describes his experience being podded: "The pod started to break apart, venting his flesh to the void; but Korvin felt nothing except the distinct sensation of being pulled away from reality. He saw a corpse floating in space - his own - and then a glimpse of the Malkalen systems sun. He was suddenly thrust towards its orange-yellow fire... and then there was tranquil blackness." <sup>[13]</sup>

Yana describes her podding: "There was this bright flash and this feeling like... I had the distinct sensation that I was being watched. I was sure of it... but it didn't last. Then there was blackness". <sup>[13]</sup>

Marcus regarding the additions to Jamyl's neural scan data states: "It's as if the information was tampered with in mid-flight". <sup>[13]</sup> This is supposedly impossible due to subspace being instantaneous.

Connections to Jamyl may point towards The Order. If they make use of subspace, as suggested by non-linear teleportation, this may explain the feeling of being watched within sub-space. It is also possible that the Talocan or Terran, having mastered subspace related technologies may be residing there. Alternatively the presence felt could be related to other infomorphs, as capsuleers become infomorphs for the duration of their transmission it is possible that during this time they are able to sense other infomorphs. Such infomorphs may be related to the Awakened Informorph. <sup>[433]</sup>

## Tech Levels

There are unpublished Datacores for Elder, Jove, Sleeper, Takmahl, Talocan, and Yan Jung Tech. <sup>[376]</sup> Elder seems more likely to refer to the Jovian Elders than the Minmatar ones as the Minmatar did not develop far up the tech ladder before the Amarr invaded. If so the Elders must have diverged from the Jove and the Sleepers enough to warrant their own datacores, possibly linking them to The Order.

There are also Sleeper, Talocan, Terran, and Tetrimon Data Analyser modules. <sup>[377]</sup> There are no Takmahl or Yan Jung modules, possibly Tetrimon is used on Takmahl due to the Amarr connection and Tetrimon interest in relics that the Blood Raiders are also interested in. It is similarly possible

Terran is used on Yan Jung due to this faction dating back so far or that actual Terran relics will be uncovered in the future.

Though the source cannot be confirmed it has been stated that there are ten planned tech levels. The first involves asteroid minerals. The second revolves around advances made possible by the discovery of the morphite mineral. The third is largely based on fullerene derived technologies. Additional tech levels may include isogen-5, archaea bioengineering, new minerals hinted at by the Yan Jung, the fibrous compound, and the complex fullerene technology known to the Jovians amongst whatever else we've yet to see revealed.

# Connections

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This section is less complete than others due to it being frequently added to and edited during the creation and examination of these notes. Much of this information relates to subjects covered in other sections of the document and it may be somewhat confusing without having read through the other data.

## Talocan Connections

The Sleepers studied the Talocan perhaps researching their own history as much would have been lost after the Shrouded Days. It is also notable that the Sleepers managed to locate the Talocan in the first place without the presence of the wormholes seen today.

The Talocan and Sleepers are said to be "intertwined, like star-crossed lovers in the universal play".<sup>[38]</sup> Whether or not this relates to Shakespeare's romantic tragedy beyond the obvious point that one faction "died", and was discovered by the next who also "died" is unknown.

The Sleepers were conducting genetic and ancestry research in w-space hinting at the Talocan being their ancestors. The Sleepers may have been trying to locate 'untainted' Jovian DNA amongst the ruins of the Talocan. The archive terminals found near Talocan ruins include instruments for information-gathering, a great number of antechambers and libraries both digital and physical, as well as innumerable laboratories of all shapes and sizes.<sup>[378]</sup> This information would seem to then be passed on to the Mirror site much of which is focused on genetics research.

Despite this the Talocan and Sleepers are described as being "utterly disparate" races. Which may suggest they are not as closely related as it may seem.<sup>[38]</sup>

Abandoned Talocan ships can be found at Sleeper sites.<sup>[75][76][77]</sup> It is possible the ships were brought to these places for study. The ships have been gutted though whether this was done by the Sleepers or the Talocan is unknown. It is possible these ships contained Talocan in stasis, understandable for a migrant race, and that they are the source of the frozen genetic material the Sleepers were studying.

It is hinted that the answer to the relationship between the Sleepers and the Talocan rests within the Archive Terminal structures. In addition when destroyed the following message is given: "With the terminal's destruction, knowledge is scattered, data strewn in thousands of directions. There are no answers here; only debris remains. Secrets have been lost to the void, perhaps containing among them some key to salvation from this bleak existence."<sup>[38]</sup> It is possible that the Sleepers obtained some philosophy or technology from the Talocan that greatly influenced their society. This may be related to the Awakened Infomorph.<sup>[433]</sup>

Talocan Stasis Deflectors<sup>[379]</sup> are used to construct their cloaking devices. The Jovians have demonstrated pervasive use of powerful cloaking technology. While not Sleeper in origin it also draws a link between stasis and cloaking technologies that suggests an indirect connection between Sleeper and Jovian technologies.

In some rare cases, the shielding systems on Talocan facilities were constructed using a harmony of Sleeper and Talocan designs.<sup>[380]</sup> It could be that the Sleepers occupied a few Talocan structures while they established themselves in w-space or during their efforts to research them. It is also possible these systems represent technologies developed late by the Talocan and retained by the Sleepers. Another possibility is that the observer is confused by the similarity of the technologies as

the Sleepers may have added Talocan technologies to their own as well as having a foundation in similar technology if they are the first and second Jovian empires.

Sleeper artefacts can be found at Talocan sites.<sup>[38]</sup> This may further imply occupation of these sites by the Sleepers.

It would appear that if the Talocan were storing isogen-5 their supplies were taken by the Sleepers or otherwise re-moved from their complexes as there are many empty Talocan silos whose contents cannot be identified by the contemporary factions. It is possible this was done by the Sleepers or the Jovians who may have continued the ancient races project. I may be that the Talocan started the process of storing the isogen-5 and the Sleepers later continued or subverted it.

Talocan was reserved for those who had drowned or had otherwise been killed by manifestations of water, such as by flood, by diseases associated with water, or in storms by strikes of lightning.<sup>[159]</sup> This may relate to the story title "Jovian Wetgrave" which refers to mindlock suffered within the pod or may refer to any death in pod.<sup>[153]</sup> The association with diseases caused by water may refer to the Jovian Disease or death by water may relate to the infomorph state.

A trinary data stream<sup>[381]</sup> was recovered from the wreckage of a Jovian battleship floating in the Stain region.<sup>[382]</sup> It appears to be of Jovian origin so it could be implied that the Jovians use or have in the past used Trinary. The W-space site Frontier Trinary Hub is occupied by a Talocan Polestar suggesting the Talocan also used Trinary.<sup>[38]</sup>

The unreleased skillbook Hypereuclidean Navigation<sup>[383]</sup> improves cloaked velocity. The Talocan were masters of hypereuclidean mathematics<sup>[162]</sup> but it is the Jovians who are known for their cloaking technology.

The Talocans use of fullerenes in their life-support cores may link them to the Jovians who are masters of fullerene technology.<sup>[17][105]</sup> The possibility that the Talocan appear to have existed in a time when fullerites were not rare in k-space may link to them to the First Jovian Empire.

The unusual nature of Talocan technology and materials seen in their life-support cores may represent a high level of advancement<sup>[105]</sup> which along with their ancient history and the eons of decay seen on some of their structures in w-space<sup>[38]</sup> may link the with the First Jovian Empire as they and the Yan Jung are the only factions known to be ancient enough to fit these points.

The name of the Talocan Polestar<sup>[157]</sup> may link the Talocan to Polaris. There is a Polaris system<sup>[385]</sup> which is home to the STAR headquarters (STAR is a division of CONCORD)<sup>[384]</sup> and there are three Polaris frigate types used by the organization.<sup>[386][387][388]</sup> These frigates are highly advanced and it should be noted that other CONCORD ships are said to have technology obtained from the Jovians.<sup>[389][390]</sup>

The Yan Jung and the First Jovian Empire are the only known factions old enough to be the Talocan.

The Yan Jung were present in w-space towards the end of their era.<sup>[64]</sup> It is possible that the Talocan are a faction of the Yan Jung, or are what the Yan Jung became late in their era or when driven to w-space. If the Sleepers were the First Jovian Empire and the two factions went to war this may explain the war-like theme of the site names in w-space, the changes to the worlds in Deltole,<sup>[172]</sup> and the dead storms in Detorid.<sup>[437]</sup> It can be assumed the Sleepers were victorious and went on to occupy the Talocan stations and salvage their technology.<sup>[378][38]</sup> If the Talocan made use of weaponized isogen-5 this would explain the lack of shields on Sleeper drones.

## Sleeper Connections

The mission Mysterious Sightings states that "some say the Sleepers are the ancestors of the Jovians."

In the Anoikis chronicle the Jovians are implied to already possess technologies the empires would develop from the Sleepers before w-space became accessible to the contemporary factions.<sup>[73]</sup>

The Jovians are masters of fullerene technology.<sup>[391]</sup> Fullerite is commonly found in w-space and the Sleepers used advanced fullerene technology. The Jovians seem to have taken to this technology a long time ago and they are the only known users of complex fullerenes referred to as an "advanced version" of "basic" fullerenes.<sup>[17]</sup>

The two also share advanced knowledge of infomorph related issues such as Sleeper studies on neurodegeneration<sup>[38]</sup> and having achieving a level of technology capable of producing capsules.<sup>[153]</sup> There is also the Awakened Infomorph which is associated with the Sleepers.<sup>[433]</sup>

Emergent system development is said to have been an early focal point in Jovian software design, though they appear to have abandoned these pursuits many millennia ago.<sup>[111]</sup> The millennia old Sleepers are shown to have used Emergent AI in their drones and it is suggested by the Mirror and Unsecured Core Emergence sites that it may have been applied elsewhere.<sup>[38]</sup>

Talocan Stasis Deflectors are used to construct their cloaking devices.<sup>[379]</sup> The Jovians have demonstrated pervasive use of powerful cloaking technology. The Sleepers have made extensive use of stasis technology.

The Oruze Osobnyk Sleeper site is said to have architecture "evocative of the enigmatic Phantom cruiser." The Phantom is a cruiser of Jovian design that is used by the Third Jovian Empire.<sup>[38][392]</sup>

The Mirror has a Terran Artefact Archive.<sup>[38]</sup> The Jovians have cloaked Terran relics near the EVE Gate and likely studied them extensively at some point.<sup>[13]</sup> That said the EVE Gate relics are not necessarily the source of the Terran artefacts the Sleepers had information on or those the Jove may have originally studied as in the centuries after the gate closed Terran equipment and facilities may have remained common.

The Sleepers studied solar engineering, the stars are said to have once bent to the Jovians will.<sup>[38][47]</sup>

Sleeper COSMOS sites are located in Minmatar space, near Curse and the Heaven constellation home of the first and first Jovian empires.<sup>[3]</sup>

Jove referring to w-space as Anoikis may imply a relation between the Jovian Disease and the location.<sup>[14][73]</sup>

The Jovians have an ancestry called the Stasis People.<sup>[9]</sup> They are described as those who voluntarily go into cryo-stasis for decades or centuries, hoping that when they wake a bright and better world will greet them. The description mentions the decline of the Jovians since their first empire and the appearance of the Jovian Disease. It is possible the stasis people date back to the second empire and, if this were the Sleepers, would fit in well with Sleeper cryotechnology<sup>[81]</sup> and why others left through evacuation centres while those in stasis were left behind.<sup>[38][97]</sup>

The Jovians are keeping a secret. There is a site named Sleeper Information Sanctum.<sup>[38]</sup> A sanctum is defined as a place of inviolable privacy, free from intrusion.<sup>[393]</sup> This implies that information was stored here that was not intended for others. The site description indicates that the sleeper drones are protecting this information from discovery. Whether this refers to some secret, to infomorph technology, or that the existence of beings like the Awakened Infomorph was the secret is unknown.

The Sleepers were conducting genetic studies regarding ancestry that may have been the Jovian search for 'untainted' DNA.<sup>[38]</sup>

Ishukone is hinted to have experience valuable to dealing with the Sleepers.<sup>[14]</sup> This may reference Ishukone's previous negotiations with the Jovians.<sup>[153]</sup> It is possible, given the presence of Rogue Drones guarding Ishukone's insorum supply and their connections to the Jovians, that Ishukone (or at least Otro Gariushi) still maintain some links with the Jovians.<sup>[13]</sup> If the Sleepers became infomorphs the experience could stem from the founder of Zainou being the first man in known history to have his mind transferred to a machine.<sup>[20]</sup> It is possible the Sleepers were successful in creating a cure for the Jovian Disease and used the Rogue Drones as proxies to supply it to Ishukone for reasons unknown.

An image at ccpgames, shown above in Empire Involvement, suggests that the Sleepers had advanced cloning technologies. The Jovians appear to have had access to cloning technology for a long time<sup>[55]</sup> and reproduce using fetus tubes,<sup>[4]</sup> which are likely themselves related to cloning, though they seem to involve the use of more than one DNA source. More light will likely be shed on this with the release of the Dust 514 novel.

The medical enclave may indicate that those suffering from the Jovian Disease were placed in stasis.<sup>[38]</sup> From the preservation conduit description it can be implied they were left behind when the Sleepers evacuated. This ties in with the Jovians abandoning their second empire and leaving those showing signs of the disease. The evacuation of their second empire was conducted using the three Jovian motherships.<sup>[3]</sup> It is therefore possible that the Sleepers situation in w-space may reflect the Second Jovian Empires situation in k-space. It is also possible the evidence reflects instead on the fall of the First Jovian Empire, though who the Talocan may have been in that case is unknown as they seem separate from the Yan Jung. It may be that if this is the case the Talocan are related to a Terran Corporation who came through the gate, possibly Europa Drive Yards.

The Sleepers may have been examining haplogroups A, B, C, and X which are associated with the indigenous peoples of the Americas.<sup>[38][147]</sup> The Talocan are linguistically connected to the Aztecs<sup>[159]</sup> and have items with Mexican and American themes.<sup>[162]</sup>

Cartesian Temporal Coordinators are found aboard Sleeper Drones.<sup>[332]</sup> One was also found alongside a Jovian Spectre recovered by Sanshas Nation.<sup>[394]</sup>

The SCT use enclaves known as kitz.<sup>[34]</sup> Kitz are described as being separate entities in frequent communication with each other emphasizing self-sufficiency, a trait strong among the Jovians. The SCT are separate from the Jove Empire and an enclave is an independent structure.<sup>[6N]</sup> It is possible that the Sleepers were a faction of the second empire rather than being part of the empire proper. Notably the SCT appear to have trained Lianda, the CreoDron agent who made contact with an entity within the Mirror in the Vitrauze Project chronicle.<sup>[14]</sup> The Sleepers and SCT use a similar five pointed semi-circle in their designs. The symbol is similar to a bi-sected version of the symbol of Ianna/Ishtar or An, as well as that of the Khumaak. This similarity may suggest that the SCT inherited more than just the motif from the Sleepers.

Fanfest provided a Jovian proverb in one of the slides:

“A City made of Wood is built in the Forest.

A City made of Stone is built in the Mountains.

A City made of Dreams is built in Heaven.”

This seems to tie the name of the Sleepers and the dreaming theme found amongst their items to the first or second empire which were located in the Heaven constellation. <sup>[3]</sup>

It is possible the Sleepers were the First Jovian Empire. The idea is supported by Emergent AI being an early focal point of Jovian software design. <sup>[43]</sup> It would also explain why Sleeper relics are described as being old when the Amarr reached space which coincides with the Second Jovian Empires era. <sup>[1][3][46]</sup>

A loss of governmental control over genetic engineering is mentioned <sup>[1]</sup> and w-space would be an ideal place to hide this. Alternatively studies into the Talocan may have prompted genetic engineering projects. The genetics enclaves at the mirror support the idea of the Sleepers researching Talocan DNA. <sup>[38]</sup> It is possible the First Jovian Empires Elders pushed for this research which led to the fall of the empire. <sup>[9]</sup> This indirect responsibility may explain why they are still a respected part of Jovian society but have been more reclusive since the fall. <sup>[5]</sup>

The Amarr believe themselves heirs of a cluster spanning empire which may relate to the First Jovian Empire. <sup>[256]</sup> Having been around before the Amarr achieved spaceflight may imply the Sleepers were connected to the Sefrim. If the Sleepers were both the Sefrim and the First Empire their influence may explain the reverence for age in Amarr society and the extended vitality described in the Scriptures. <sup>[209]</sup>

## Order Connections

If The Order are related to the Jove it is possible, even having ceased to be human, that they have been affected by the Jovian Disease. The anger expressed by them may reflect this. <sup>[10]</sup>

A Jovian poem that presumably relates to the First Jovian Empire states the Jove’s reach was once infinite. <sup>[47]</sup> This may relate to The Orders non-linear teleportation. <sup>[10]</sup> This teleportation may link in with the Sleepers, who may have been the First Jovian Empire, due to their Virtual Kinetics research, their advanced spatial rift technologies, and/or the abilities evidenced by the Awakened Informorph. <sup>[38][433]</sup>

The infomorph technologies possessed by the Sleepers and Jovians may be linked to The Order who have never been physically observed and are described as no longer human. <sup>[10]</sup>

The behaviour of the Awakened Infomorph, using drones as proxies and to fight for it, may reflect the Orders tendency to get other factions to do their fighting for them.

The known Jovian attempt at teleportation was a Meta-Molecular Transportation Device. <sup>[30]</sup> It made use of a fullerene chamber possibly tying advances in fullerene technology to teleportation. This may imply the Order are connected to the Sleepers, the Talocan, and/or the Jovians.

The Jove tried to "touch the face of perfection" and "came too close to that which is not due mortals" <sup>[47]</sup> this may represent an attempt at attaining a post-human state. This event could itself be the cause of the Jovian Disease. The unregulated experimentation of the Shrouded Days <sup>[1]</sup> may have resulted in the beings that would become The Order, especially if the unregulated experimentation



took place in w-space where the Sleepers engaged in genetic studies. It is possible the Talocan were the Jovian Elders, who migrated to w-space to experiment there and set up the spatial rift garrisons to ensure they were warned if discovered. Their research may have led to Ascension, the Awakened Infomorph state, and/or resulted in the Jovian Disease.

Given that the First Jovian Empire were the only known faction capable of inter-stellar flight at the time the Sefrim visited the Amarr it can be implied that the Sefrim were the Jovians.<sup>[209]</sup> The presence of Molok the Deceiver may represent a second Jovian faction attempting to lead the Amarr down a different path. Given the Sefrims behaviour largely matches that of the Jovians in Theodicy<sup>[10]</sup> and Moloks acts reflect the kind of cruel manipulation employed by The Order it is possible these two groups already existed and were avoiding direct conflict.

The Sleepers studies on virtual mutation<sup>[38]</sup> may be related to The Order and the mutation that has given them their abilities.<sup>[10]</sup> If The Order are infomorphs this would seem even more fitting. It is perhaps notable that the Sleepers may have attained information on the infomorph state and such mutations from the Talocan rather than developing them themselves.<sup>[378]</sup>

A powerful radioactive isotope housed at the Sleeper site titled Strange Energy Readings was subjected to immense, and recent, matter displacement.<sup>[38]</sup> This may be tied to The Orders use of non-linear teleportation.<sup>[10]</sup>

The Sleepers would likely have obtained knowledge on Spatial Manipulation and Hypereuclidean Mathematics from the Talocan who were masters of these topics.<sup>[162]</sup> These may link in with The Orders use of non-linear teleportation if The Order are related to them.<sup>[10]</sup>

The Order saw the Minmatar as being on a similar path to themselves.<sup>[10]</sup> The Minmatar being on a similar path to The Order and having Elders may point to the Elders of the First Jovian Empire and link them to The Order. The Minmatar are also noted to have shared similarities with the Talocan possibly hinting at another connection. It should also be noted that Yan Jung artefacts were uncovered on Matari Prime hinting at possible influence from them as well.<sup>[64]</sup>

## Rogue Drone Connections

Within certain missions Rogue Drones can be seen constructing Jovian stations.<sup>[418]</sup> These are similar to the design of those depicted in the Heaven chronicle which likely date from the first or second Jovian empire.<sup>[3]</sup> It also matches the design of the station depicted in the images from Jovian space sent back during the build up to incursion implying the design is also used by the current Jovian empire. There is another Jovian-like drone construct found in Tolle during the Gallente Epic Arc. Sadly it appears obscured by a graphical error that has rendered much of the structure transparent.



Considered part of the Gallente COSMOS missions, there is a damaged drone mind at Parchanier VI - Moon 5 that was once part of a hive.<sup>[395]</sup> Severely damaged but semi-functional, it uses a hologram image interface for communication purposes that depicts the face of a Jovian.<sup>[396]</sup> It requests a drone mind embryo which is an embryonic drone hive mind that shows organic-oriented evolution taking place.<sup>[397]</sup> It is possible the Rogue Drones have somehow obtained biotechnology from the Jovians or are linked to another ancient faction. Also of note is the organic appearance of many of their unique designs.

Rogue Drones were reported in the Code Aria report to be capturing capsuleers.<sup>[398]</sup> This may be related to the Jovians should the two be working together or may simply represent the Rogue Drones interest in their enemies or compatible organics. Given a capsuleers infomorph nature the possibilities of what an AI could choose to do with them are varied. From downloading themselves into human bodies and placing capsuleers in drones to extracting and examining the data from the human mind or scouring it for secrets.

Such developments or Jovian influence may explain the Rogue Drone encountered in the Mysterious Sightings mission which is described as appearing to be a Rogue Drone with the exception of ship scanners clearly indicating life signs aboard.<sup>[399]</sup>

Rogue Drones were harvesting isogen-5 and stockpiling it at a Europa Yards Consortium station.<sup>[13]</sup> Many explanations seem discounted by the Rogue Drones having only been around since they were created by the current factions.<sup>[398]</sup> It is possible that they made contact with sentient drones or other intelligences from past factions or obtained technologies and information from them. They seem to be described as having been enslaved by an outside agent.<sup>[290]</sup> With a Sleeper drone in k-space having controlled other drones it is possible the Sleepers are responsible for the harvesting drones behaviour. It is stated in We Humans, "Some of what you're doing now is what you've been doing all along, but you did it from instinct." This may imply the Rogue Drones were seeking out artefacts and harvesting isogen-5 before being subverted by the Sleepers. This may be linked to whoever set the original plan for stockpiling the material in motion.

When the station was discovered the Rogue Drones converted it into a massive drone hive. This may have been done to disguise the nature of the station.

The Abaddon located at the drone hive was under a permanent cloak which suggests Jovian or Talocan technology.<sup>[13][121]</sup>

Rogue Drones were discovered protecting the Insorum developed by Ishukone. The Minmatar have an arrangement with them to collect it and it seems the drones themselves are able to manufacture Insorum. This links them to Ishukone and through them, and potentially through links between Vitoc and the Jovian Disease to the Jovians.

After the Awakened Infomorph was sighted in the Promised Land system Rogue Drone hives began to appear. This may be another example of Rogue Drones being enslaved.

It mentioned that: "The encryption methods employed by the Yan Jung nation are in many ways similar to those used by a new strand of rogue drones that a colleague of mine have told me exist in this very constellation. My guess is that the rogue drones happened upon some lost Yan Jung artifact here in Algintal and in assimilating it learned some new tricks."<sup>[172]</sup> This implies that the Rogue Drones are following a similar path to the empires in uncovering the archaeological secrets and technologies in New Eden. They even developed a sophisticated binary code to interact with the Yan

Jung technology they assimilated. This may have been the method by which the Sleepers were able to enslave the Rogue Drones, possibly being familiar with Yan Jung technology.

It would appear that the Jovians are aiding the Rogue Drones in their evolution while the Sleepers are attempting to enslave them. This may reflect the situation with the Amarr and Minmatar and the Jovians involvement there.

## Sansha Connections

The SCT seems to have aided Sansha in creating the True Slaves in the hope that the technologies he developed might be useful against the Jovian Disease.<sup>[7]</sup> They were punished by the Directorate though it is unclear if this was over the issue itself or because they were incompetent enough to get caught. Later Jovian Admiral Ouria defected and was reported setting up bases and meeting unidentified parties in the Stain region.<sup>[5][350]</sup>



The Sansha have demonstrated the ability to train people up from base-liners to mothership pilots in short order,<sup>[400]</sup> amalgamate two individuals into a single person,<sup>[401]</sup> and also use mass cloning.<sup>[402]</sup> These advanced biotech and infomorph related achievements may indicate that the Sansha have obtained access to advanced technologies from an outside source. There is an image at ccpgames that hints the Sansha may have obtained advanced cloning technologies from the

Sleepers.

Similarly the technology used by Nation to interfere with capsules and produce the negative effects associated with incursions<sup>[402]</sup> may be linked to the Talocan, the Sleepers, or the Jove.

Imagery captured by a capsuleer identified a large concentration of Nation ships in close proximity to a Jove station. The station was later identified by CONCORD as the Prosper Vault in the 3-CE1R system.<sup>[403]</sup> Task Force Ishaeka issued a report months later stating that the station had since been re-secured, that nothing of value was removed, and the Nations objectives were not met.<sup>[404]</sup>



Nation forces successfully captured a Jove Spectre frigate, with a Cartesian Temporal Coordinator aboard, that was abandoned on the surface of Antem I.<sup>[350][394]</sup> Sansha's Nation was able to precisely locate and acquire the ship during a sneak attack on the planet.

Complex fullerene shards have been detected aboard Nation capital ships.<sup>[350]</sup> These may have been collected from the chamber that, along with its occupant, were scattered across the cluster when a

Jovian teleporter malfunctioned.<sup>[30]</sup> The possibility that these were recovered from another source should not be ignored.

There is a system in Solitude named Oruse<sup>[405]</sup> which may be related to Oruze It was attacked by Nation during the build-up to incursion.<sup>[406]</sup>

Personally overseen by Sansha Kuvakei Nation harvested plasma and core samples from the type-O star in Yulai. This indicates the Sansha may have obtained data on isogen-5.<sup>[407]</sup>

Nation attacked the Taisy system home to the Kynoke Pit. Post-battle analysis of communications suggests approximately 5000m<sup>3</sup> of unidentified substance was removed from the System by Nation forces, but according to Federation Navy officer Omune Balenne the pit itself was not breached.

Nation has established what appears to be a permanent wormhole to the Promised Land system.<sup>[350]</sup> What importance this system has to Sansha is unknown though the name reflects on Sansha advertising his nation as a promised land long ago. Its location may be significant due to past relations with the Amarr, and its proximity to the EVE gate should not be ignored.<sup>[408]</sup>

Sansha has demonstrated the ability to make a copy of a capsuleer to remake as a True Slave.<sup>[440][441]</sup>

True Creations are developing a new weapon system mountable on an Avatar titan possibly related to recovered ancient technology.<sup>[402][428][196]</sup>

Despite the apparent focus on capsuleers<sup>[402]</sup> the purpose of Sansha's incursions remains unclear with little evidence on what the goals of these operations are, or even whether or not this is merely a distraction while Sansha continues some other project in secret.

Nation incursions began focusing on trade routes<sup>[442]</sup> which included a blockade of Jita led by Citizen Astur.<sup>[445]</sup> This could reflect Sansha trying to obtain resources capsuleers sell on the market. This may include Sleeper components or "Blue Loot" as capsuleers refer to the items covered by the Vitrauze Agreement.<sup>[14]</sup> It is also possible Nation is attempting to weaken the capsuleer economy or supply lines.<sup>[442]</sup>

Nation also made specific incursions into Kador Prime, New Caldari and Altrinur. The multiple attacks against Kador Prime were eventually successful against the capsuleers, though it is unknown what Nation gained in this victory.<sup>[446]</sup>

Rogue Drone hives, possibly connected to the Awakened Infomorph sightings, sprang up in the Promised Land system. This is the site where Sansha Kuvakei extended the opportunity to surrender to any interested parties, and Promised Land was also home to a Nation-deployed violent wormhole.<sup>[439]</sup>

A wormhole opened near the first acceleration gate of the Rogue Drone Infestation Sprout in Hebisa.<sup>[443]</sup> Capsuleers responded and attempted to close the wormhole but Nation forces emerged. The first wormhole closed and two more opened both of which were crossed by small Nation fleets. Despite Nation having the upper hand the fleets retreated through the wormholes a Chimera Class Carrier, piloted by Slave Gelhan01, entered an apparently completed its mission of closing the wormholes before it was destroyed.<sup>[444]</sup> This may suggest the Rogue Drones, under Sleeper influence, were opening wormholes into Sansha territory.

## Europa Yards Consortium Connections

Europa is also one of Jupiter's moons, implying a link with the Jovians.<sup>[203]</sup> If the organization was a shipyard consortium it is possible that the Terrans who became the Jovians were part of it. If the Talocan were the first Jovian empire this would also explain their technological specialties and firm grasp of astronomical engineering.<sup>[42][162]</sup> Considering the collapse of the EVE gate it seems reasonable that such a group would become a migrant culture<sup>[157]</sup> and Jovians are said to have settled in a number of systems.<sup>[1]</sup> This is a very vague statement not necessarily involving colonization but potentially disputing the theory that the Jovians were originally a migrant race. The cultures long gone mentioned in the description of the Talocan Outpost Hub<sup>[175]</sup> may have been members of the Europa Yards Consortium. It is possible that the Talocan are not directly related to the Jovians and are instead what became of Europa Yards Consortium or another Terran corporation.

# Talocan and Sleeper Disappearances

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The Jovians abandoned Emergent AI pursuits many millennia ago.<sup>[43]</sup> Since it is strongly implied that the Jovians were the Sleepers then the technology was developed and applied but then abandoned. The reasons for this are implied to be difficulties related to Emergent AI being intangible and uncontainable. This may suggest that there was an incident related to Emergent AI that drove even the ever-curious Jovians from pursuing the technology. It is possible the Awakened Informorph is a form of evolved Emergent AI.

The Ruins of Enclave Cohort 27 has two enclaves one of which has been disconnected from its power supply, whilst the other has succumbed to the same solemn fate for some other, unknown cause.<sup>[38]</sup> This indicates possible conflict or a pressing need to cut the power to these facilities. What cohort means and why the two enclaves are located together is unknown. A cohort could be a group, a military unit, an accomplice, a demographic, or an individual population of the same species.<sup>[409]</sup> It may also represent a cohort study on the infection to determine risk of contraction. It is possible experiments were conducted here, with different cohorts forming different samples.<sup>[GN]</sup> This is notable as cohort is used in zoological classification, with cohort and its associated group of ranks inserted between the class group and the ordinal group.<sup>[422]</sup> This may represent genetic studies, potentially on a grand scale, possibly associated with the Jovian Disease and may tie in with the Lab Rat Jovian Ancestry.<sup>[4]</sup> It is possible some development among the study population caused observers in the other enclave to shut down the power. Alternatively the Cohort may have been an allegiance between Sleeper informorph or Emergent AI and regular Sleepers. An internal conflict between two of these groups may have caused the fate of the above site.

Talocan COSMOS is in Caldari space, as is Kynoke Pit, source of the Kynoke infection.<sup>[181]</sup> It is possible that the Talocan developed the protein or that it was used against them. If present in w-space it could explain both the quarantine site and the evacuation.<sup>[38]</sup>

It is possible that unleashing the Jovian Disease from the Talocan relics caused the fall of the Sleepers and resulted in the evacuation.<sup>[38]</sup> This may have brought the disease back to k-space. If the Sleepers were ancestors of the Jovians this could fit in with the fall of the first or second empire.

The Talocan had garrisons, seemingly set up to observe spatial rifts, and citadels in w-space.<sup>[38]</sup> The migrant race may have established itself here to keep watch for an enemy it believed was approaching. It is also possible the Talocan left k-space to be left alone much as the Jovians have cut off their space.

The Sleepers had bastions and citadels in the core systems with outpost and fortification strongholds on the frontier and ambush points, camps, hangars, and checkpoints at the perimeter.<sup>[38]</sup> This may indicate that whatever the Talocan were watching for also prompted the Sleepers to construct defences in preparation for its arrival. The lack of battle-sites may stand testament to the complete ineffectiveness of these fortifications or that the threat never arrived. It is possible the threat in question is the capsuleers or other races seeking knowledge they're probably better off not having. It is also possible the Sleepers were at war with another faction in w-space or engaged in an internal conflict.

The names of w-space sites suggest these systems were linked together in a different way previously with the core systems being at the centre, the frontier being towards the edge and the perimeter on it.<sup>[38]</sup> The presence of hangars at the perimeter implies distance from areas with a greater sleeper

presence where their drones might resupply. The presence of the Talocan static gates at almost all Talocan sites indicates that these gates were needed for travel and the wormholes seen today were not used in the past likely appearing simultaneously with their counterparts in k-space. It is possible these systems were deliberately severed from each other and from k-space referencing Anoikis, the programmed death of an anchorage dependant cell after it is separated from the surrounding extracellular matrix.<sup>[14][73]</sup>

There are abandoned Sleeper enclaves in w-space <sup>[410]</sup> along with sites named Forgotten Frontier Evacuation Centre that indicate there was at least an attempt to get people out. It may be that the Sleepers were still working on their projects at the time explaining why the Oruze sites seem to be incomplete.<sup>[38]</sup> The presence of active life-support and lighting on Sleeper facilities <sup>[38]</sup> may also imply a hurried evacuation though they may also imply that not everyone made it out or that some chose to stay. It is possible that those in stasis were either abandoned stasis people or victims of the Jovian Disease.<sup>[9]</sup>



# Timeline

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**7987AD** - Wormhole to New Eden discovered. [\[46\]](#)

**7989AD to 8061AD** - New Eden rapidly colonized. [\[46\]](#)

The Conformists start migrating to the world of EVE, spurred on by Dano Gheinok, one of their leaders. Gheinok manages to direct them to the planet of Athra. They all settle on the continent of Amarr from which they take their name. He proclaims himself Prophet and sets the foundations of the Amarr theocracy to come. [\[46\]](#)

The second planet in the VH-451 system is bought by people of French origin from the Tau Ceti system. [\[46\]](#)

The third planet in the VH-451 system is bought by a mega-corporation. Small-scale colonization starts soon after. [\[46\]](#)

The System CMS-17 is discovered, later renamed Pator. The main planet, Matar, is quickly colonized due to its very hospitable conditions. [\[46\]](#)

The Yan Jung immigrated to New Eden. [\[172\]](#)

**8061AD** - EVE closes.

Was open for 74yrs. Colonization continued until the year the gate closed. When they were cut off unfinished worlds became the graveyards of millions. On the few planets that could sustain life the last remnants of humanity struggled to adapt and survive. [\[46\]](#)

**8100AD** - The smaller settlements on VH-451-2 perish. Few were saved by larger settlements nearby. On VH-451-3 most of the outposts have perished and only a handful survive. [\[46\]](#)

**8307AD** - The automatic terraform process started by the mega-corporation and continued despite the social collapse makes the air breathable on VH-451-3. [\[411\]](#)

**8500AD** (Approx.) Rise of the First Jovian Empire.

"Within the space of only a few centuries [The Jovians] had recovered, and were once again running a hi-tech society." [\[1\]](#)

Jovians embrace genetic engineering. [\[1\]](#)

Jovians began curbing their aggression and sexual instincts and cultivating strange new ones instead. [\[1\]](#) Likely including their craving for knowledge that has led them to value information above all else. [\[26\]](#)

**9000AD** (Approx.) End of the Yan Jung era.

"dates back roughly fourteen to fifteen thousand years [...] So late Yan Jung Era or shortly thereafter." [\[64\]](#)

**16262AD** - First recorded civilizations emerge on Caldari. <sup>[46]</sup>

**16470AD** - The first Amarr Emperor is crowned. <sup>[46]</sup>

**16350-17350AD** (Approx.) The Amarrian Book of Scriptures was written.

“The above text found in the holy book of the Amarrians the Book of Scriptures (actually several volumes). It dates more than 6000 years back, to the time when the Amarrians were still a fledgling nation on the planet Athra”<sup>[209]</sup>

**17670** The Cathura Rebellion starts on Caldari.

It lasted for two years and ended with the signing of the treaty of Cathura. <sup>[46]</sup>

**17500AD** (Approx.) Fall of the First Jovian Empire

“The first Jovian empire lasted nine millennia” <sup>[1]</sup> until The Elders brought about its fall. <sup>[9]</sup>

**18622AD** – Four distinct civilizations develop on Matar.

They gradually become aware of each other but primitive technology keeps them from maintaining steady contact. <sup>[46]</sup>

**20000AD** (Approx.) – Rise of the Second Jovian Empire.

“Miko Bour, who united the Jovians in the Second Empire more than 3000 years ago.”<sup>[1]</sup>

This leaves 2000 years between the fall of the first Empire and foundation of the Second.

**20022AD** - The Udorians arrive on the Amarr continent spurring the static Amarr society into rapid changes. <sup>[46]</sup>

**20078AD** - The Reclaiming is launched <sup>[46]</sup>

**20371AD** - The Amarrians conquer the last Udorian state. <sup>[46]</sup>

**20374AD** - On Matar the technology level is sufficient for regular trade and advances speed up. In the end a global culture is developed that remains steeped in tribal traditions. <sup>[412]</sup>

**20544AD** - The Amarrians conquer the last state on Athra. They now control the whole planet. <sup>[46]</sup>

**20998AD** - The Raata Empire falls (after 3545 years) and is divided into myriad small states. <sup>[46]</sup>

Sleeper ruins were already old when the Amarr reached space. [Mission: Salvage Heist]

**21290AD** - The first star gate between systems since the collapse of EVE is built between Amarr and Hedion. <sup>[46]</sup>

The Takmahl split from the Amarr Empire shortly after they re-discovered interstellar-travel. <sup>[22]</sup>

**21346AD** (Approx.) - Emperor Zaragram II takes power in the Amarr Empire. <sup>[46]</sup>

**21413AD** - The first Minmatar space ship is built. During the following centuries the Minmatars settle on a number of planets and moons in three systems using ancient star gates. <sup>[46]</sup>

**21433AD** - The Amarrians discover the Ealurians and conquer them in the spirit of the reclaiming.<sup>[46]</sup>

**21460AD** - Emperor Zaragram II's reign ends and the Council of Apostles comes into power in Amarr, purifying the faith and preserving the original scriptures through The Order of St. Tetrimon.<sup>[46][255]</sup>

**21656AD** - Doule dos Rouvenor comes into power on the continent of Garoun on the Gallente homeworld, spawning a period of great cultural and technological progress.<sup>[46]</sup>

**21873AD** - The Garoun Empire collapses (after 217 years) . Its legacy remains and rapid technological advancements are made.<sup>[46]</sup>

**21875AD** - The Moral Reforms start. The Status of the Emperor alters and the power of the Apostles is curbed.<sup>[46]</sup>

**21950AD** - The Moral Reforms end.<sup>[46]</sup>

**22355AD** - The Amarrians arrive in the Pator system. Soon they begin raiding the Minmatar Empire for slaves.<sup>[46]</sup>

**22480AD** - The Amarrians invade and conquer Matar.<sup>[46]</sup>

**22517AD** - First contact between the Caldari and the Gallenteans.<sup>[46]</sup>

**22588AD** - The Gallente and Caldari build their first star gate.<sup>[46]</sup>

**22631AD** - The Cultural Deliverance Society arrives on Caldari. The Caldari are presumably still numerous small states.<sup>[46]</sup>

**22684AD** - Usuuaya, the first Caldari corporation is established. (Having had no corporations before Gallentean contact)

**22762AD** - Death of Amarr Emperor Damius III. Heideran VII becomes Emperor of Amarr. Khanid II secedes from the Amarr Empire. The Khanid Kingdom is founded.<sup>[46]</sup>

**22794AD** - The Gallenteans meet the Intaki.<sup>[46]</sup>

**22800AD** – Rise of the Third Jovian Empire.

“The Third Empire was founded half a millennium ago amidst the devastation of the Jovian Disease.”<sup>[3]</sup>

**22809AD** - The Gallenteans meet the Mannar.<sup>[46]</sup>

**22821AD** - The Gallenteans and Caldari jointly develop warp drive.<sup>[46]</sup>

**22947AD** - The Starkmanir Rebellion. [Mission: Who Art in Heaven]  
The Starkmanir tribe is believed annihilated by Idonis Ardishapur.<sup>[210]</sup>

**23041AD** - The Society of Conscious Thought is founded in the Jove Empire.<sup>[46]</sup>

**23058AD** - Amarr scientists discover jump drive technology.<sup>[46]</sup>

**23121AD** - The Gallente Federation is founded. [\[46\]](#)

**23146AD** (Approx.) - Quafe first appears. [\[46\]](#)

**23149AD** - FTL communications discovered. [\[46\]](#)

**23154AD** - Jove make themselves known to the Gallente; engage in limited diplomacy. [\[46\]](#)

**23154AD** - The Caldari secede from the Federation.

**23155AD** - Gallente-Caldari war starts. [\[46\]](#)

The Jovians cut off contact with the Gallente Federation

**23180AD** - First contact between the Ammarians and the Gallenteans. Soon after the Amarrians come into contact with both the Caldari and the Jovians. [\[46\]](#)

**23193AD** - The Jovians make themselves known to the rest of the four empires. [\[46\]](#)

**23194AD** - The Scope news agency is founded. [\[46\]](#)

**23210AD** - The Gallente and the Amarr reach the Gallente-Amarr Free Trade Agreement of 23210. [\[46\]](#)

**23216AD** - The Amarr conquer the Eanna planet in the Hror system. [\[46\]](#)

The Amarr-Jove war takes place, in which the Amarr are crushed.

The Minmatar Rebellion takes place

**23224AD** - The Jovians trade capsule technology to the Caldari. [\[46\]](#)

**23236AD** - Eden Standard Time (EST) is agreed upon by world leaders at the historic Yoiful Conference. A period of accelerated space colonization by independent parties begins. [\[46\]](#)

**23351AD** - YC105. [\[46\]](#)

## Historical Eras

7700		-Yan Jung	
8500			-1st Jovian Empire
9000		-	
16/17			[Amarr Scriptures Written]
18000		-	
20000			-2nd Jovian Empire
21000			[Sleeper ruins old]
21300			-Takmahl split from Amarr
21875			[Amarr Moral Reforms]
22800		- ?	- 3rd Jovian Empire
23351			