

A black and white image of a galaxy, showing a dense field of stars and a bright central region. The title 'Intergalactic Space' is overlaid in large, white, sans-serif font. The word 'Intergalactic' is on the top line, and 'Space' is on the bottom line, both centered horizontally. The background is a detailed view of a galaxy, possibly a spiral or irregular galaxy, with a bright core and many individual stars visible.

Intergalactic Space

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The Intergalactic Space Universe: World Building

The universe is using up hydrogen and other elements for exothermic nuclear fusion, converting them into heavier elements to fuel the stars. Once the elements for exothermic nuclear fusion such as hydrogen are used up, new light and heat will cease to exist at the astronomical scale.

Masses in the universe are also falling into black holes, never to be used again. If this continues, all masses in the universe are destined to be trapped in black holes.

The universe is also expanding. As every second goes by more and more volume is added to the universe. This poses the risk that the density of the universe could become so low, and the amount of volume added so high, that matter in bodies could rip apart, with even subatomic particles in atoms breaking apart. This space added from the expansion could rip apart all matter in the universe, overcoming gravitational, electromagnetic, and even the strong nuclear forces.

Facing black holes growing every second while the elements for exothermic nuclear fusion are being used up and the universe expanding, two divergent ideologies have emerged.

The Light side lies those factions reversing the universe's nuclear processes and aim to bring the universe's composition closer back to 96% hydrogen and 4% heavier elements. They aim to do this by pausing stars' fusion and converting helium and other heavier elements to hydrogen at astronomical scales. These factions mine black holes to free masses and photons, especially hydrogen, to extend the useful lifetime of the previously trapped matter. These factions also remove volume from the universe to prevent the universe's expansion from ripping the universe apart.

The Gravity side lies with those factions aiming to accelerate the universe's processes. They aim to bring the universe's composition closer to 0% hydrogen or other elements that could do exothermic nuclear fusion. They use up hydrogen in any form possible. These factions also accelerate black hole formation, adding masses and photons to the black holes, making them gobble up as much mass and photons in the universe as possible. These factions also increase the volume of the universe to cause the universe to rip apart.

A note on factions: each faction is culturally focused on one trait. Just because a faction is culturally focused on a trait does not mean that they are the best at that trait. It means that the trait is important in their culture.

The Light Factions

This faction is generally focused on doing endothermic processes.

Pharosalfar

These beings are sheathed in reflective armor. Their armor produces appendages of concentrated light from their back. This concentrated light acts like solid beams, twisting around them and far in the distance.

This faction is culturally focused on producing photons. They use their methods to mine photons from black holes. This results in their black hole mines appearing as astronomical fountains of light.

Galaxies visited by them commonly gain new stars and planets, but it is the fountains of light from their black hole mines that is their mark.

Stellacibus

These beings are commonly wrapped in cloaks, where the predominant colour is based on their order. Culturally focused on producing hydrogen, their orders are based on the stars they help form.

Their orders comprise the different surface temperature stars they form: Red (~3,000 K), Orange (~4,000 K), Yellow (~6,000 K), White (~10,000 K), and Blue (greater than ~15,000 K). Exceptions are the Brown, Multicolour and Black orders. The Brown order forms brown dwarfs (surface temperature less than ~1,000 K) which are not typical stars, while the Multicolour order forms nebulae, which will eventually collapse to form star systems, and the Black order pauses the fusion process in a star, making it stop producing significant light or heat, resulting in a large reservoir of hydrogen and other elements.

The following image is a nebula.



They create new stars or replenish old ones by using their methods to extract massive amounts of hydrogen from black holes or to transmute heavier elements such as helium into lighter elements such as hydrogen at an astronomical scale.

The Stellacibus travel across galaxies, regenerating the universe by forming stars as per their order. They also use their methods to increase or decrease the volume of the universe depending on the possibility of the universe ripping apart or collapsing, trying to avoid both scenarios.

Currently the Stellacibus, and the Light faction as a whole, are focused on decreasing the volume of the universe to prevent the universe ripping apart.

Dweorg

These beings are culturally focused on mining precious metals and planet building material from black holes. The galaxies they visit gain numerous additional planets.

They sometimes collaborate with the Stellacibus to produce habitable star systems.

The Gravity Factions

This faction is generally focused on doing exothermic processes.

Caderealfar

The Caderealfar are wrapped in a flowing black cloak which drags in light, while under the cloak lies armor. The cloak flows far around them and absorbs all photons it meets. They are culturally focused on corralling and sucking photons into black holes.

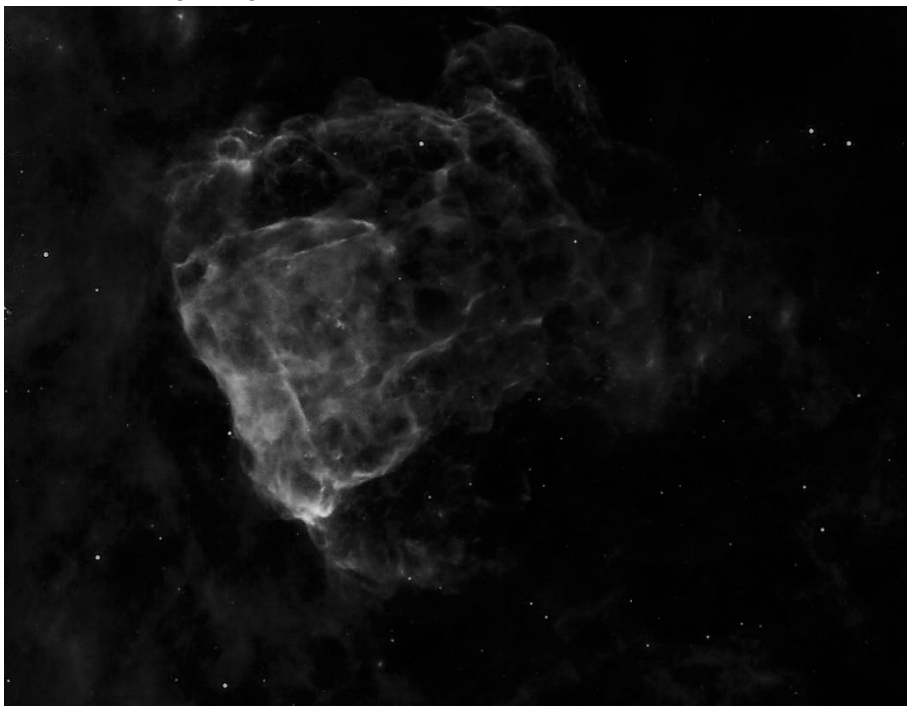
Like the other factions of the Gravity, areas of the universe visited by them are left barren and dark. Black holes fill the area with little light. Stars are sucked into blackholes, and of the masses left, the constituent elements are mostly iron.

Gravitycibus

Commonly shrouded in black, these beings are culturally focused on feeding black holes with hydrogen.

Sub-orders include the Black Nova, the White Nova and the Nova. All three suborders accelerate a star's nuclear fusion into a supernova. The Black Nova order leaves behind a black hole, while the White Nova order leaves behind a neutron star and the Nova order leaves nothing but traces of the star, almost completely obliterating it.

The following image is the remnants of a supernova.



Other sub-orders include the Cloud and the Tide. The Cloud order uses their methods to corral large diffuse discs of hydrogen and other materials around a black hole, which are then sucked inside, sometimes resulting in quasars. The Tide order corrals denser masses, commonly neutron stars, but also other black holes or stars, to fall into black holes, usually producing large amounts of gravitational waves.

Another sub-order is the Core. The Core suborder uses their methods to accelerate a star's fusion until it burns out of most of its fuel, leaving behind a white dwarf, or if it is accelerated longer, a dead cold husk of matter. Around this burned out core exists some of the remains of the star as a planetary nebula.

The Gravitycibus do this by using their methods to transmutate astronomical amounts of hydrogen and other elements of exothermic nuclear fusion into heavier elements, releasing large amounts of energy in the process. They also use their methods to increase or decrease the volume of the universe depending on the possibility of the universe ripping apart or collapsing, trying to cause either scenario.

Currently the Gravitycibus and the Gravity faction as a whole are focused on adding volume to the universe to rip the universe apart.

Gobelin

These beings are culturally focused on digging deep in a world, and using their methods to set up a black hole inside, which would pull apart and consume the planet.

Across many galaxies, solar systems have been turned from once fertile terrestrial systems to a small amount of rogue asteroids and remnant black holes from these Gobelins.

The Unknown Factions

There are countless civilizations that fit in this category. From all expanses of space, these civilizations trudge along.

By default these civilizations are aligned with the Gravity faction, as their lack of input to reverse the processes allows the universe to continue on its path.

The universe itself is by default aligned with the Gravity faction.

World-Building Endnotes:

An example of an act of a member of the Light faction would be to pay for the shelter of a random person, as well as to take all health and reputation risks of sheltering that person onto themselves. This includes diseases, defending the individual they are sheltering from outside threats, any attacks from the individual they are sheltering, and stigmas. Members of the Light Faction are expected to usually only provide assets.

There also could be innumerable species in the factions, but dragon species are prominent in the Gravity faction. Specifically the multi-headed, large, two limbed, and two winged variety. Giant primordial spiders are also prevalent.

These dragons know that they need the Light faction to prevail for themselves to survive and view themselves as on top of the food chain, with the Light factions as herbivores or plants. They view the Light faction as setting up the universe for them to survive in, while having little qualm attacking the Light factions. The dragons actually also attack many that are independent or in the Gravity faction, placing them into the Light faction. The dragons also ensure many in the Light faction continue to stay in the Light faction, as some in the Light faction may try to leave and join the Gravity faction or be independent.

The Gravity faction is thus focused on turning its members into the Light faction, to ensure Light faction members stay in, and for independents to be placed into the Light faction.

An example of this is if a Gravity variant drops nuclear bombs over an area for some reason. After the bombs are dropped, and the reason for dropping the bombs mostly resolved, the Gravity variant would ensure independents and other members of the Gravity faction are placed into the Light faction. The members of the Light faction would clean up the radiation and rehabilitate the nuked areas. This would mean the placed would not only be paying out of their own pocket to clean up the radiation and rehabilitate the area, but that they would be taking all health and reputation risks onto themselves. The Gravity variant would thus be placing others into the Light faction.

Another example would be if a Caderealfar variant unleashed a plague for some reason. After the plague has been transmitted, and the reason for releasing it has mostly been resolved, the Caderealfar variant would have independents and other members of the Gravity faction and members of the Light faction treat the disease and its collateral damages. This would mean the assigned would not only be paying out of their own pocket to treat the disease and its collateral damage, but that they would be taking all health and reputation risks onto themselves. The Caderealfar variant would be placing others into the Light faction.

A third example would be if some Gravity variant is a target, whether it be an isolated case or part of a larger struggle such as a war or genocide. The target Gravity variant would ensure others shelter the Gravity variant at the harbinger's own expense as well as having the harbinger taking all health and reputation risks onto themselves for doing so. The Gravity variant would thus be placing the harbinger in the Light faction. If those targeting the Gravity variant (be them independents or part of the Light faction or Gravity faction) catch up to the Gravity variant, the Gravity variant would have them pay for their targeting out of their own pocket and for them to take all health and reputation risks onto themselves for their pursuit. The pursuers would be placed in the Light faction.

A fourth example is similar to the third example, except it is not the target that ensures the pursuers or the harborers are placed in the Light faction.

A fifth example would be if there was a surprise attack on some city buildings, resulting in a large amount of ash and debris in their collapse. A Caderealfar variant would have the nearby civilians to both pay out of their pocket to clean up the rubble and to take all health and reputation risks onto themselves. Even if sorting through the ash or rubble left behind results in permanent lung damage or debts to the responding civilians. This way the Caderealfar variant would be placing the responders in the Light faction. The attackers themselves, if still surviving, would also be placed in the Light faction. The attackers would pay for their attack out of their own pocket and take all the health and reputation risks of conducting the attack.

It should also be noted that there are sometimes rogue members of the Gravity faction that truly want to destroy the universe. These rogues are a problem for independents and other members of the Gravity faction or the Light faction to deal with. The rogues are also placed into the Light faction.

For nomenclature purposes, leaders of Gravity faction members that truly want to destroy the universe (rogues) are called Gravity Lords, while leaders of the Light faction are called Time Lords or Space Lords, and leaders of the normal Gravity faction are called Dark Lords. To place these in context, almost nobody fears a Time Lord, while Gravity Lords are feared more than Dark Lords. This is as one can "defend" themselves from a Dark Lord by simply being less exploitable. Less exploitable could mean that one is mediocre compared to some top athlete. A Dark Lord would target the top athlete, not the mediocre one. The mediocre one could also have some small use, and as long as they stay out of the way they would be spared to live their life. This protection method doesn't usually work with a Gravity Lord, as they are quite likely to destroy the mediocre one, even if doing so hinders the Gravity Lord. Even if someone is useful, they are not safe from a Gravity Lord allowing them to fall, setting the Gravity Lord back even more.

Another reason Dark Lords are feared less than Gravity Lords is because a Dark Lord is set on gaining new items, inspecting those around them, new abilities, prolonged youth, and enhancing their reputation and position, while a Gravity Lord will take crippling set back after crippling set back, amputations of health and abilities, wasted time, permanent unrecoverable wounds, reputation demotions, all for a single purpose of dragging something else down.

<< For instance, the USA protects Canada because if a hostile nation takes Canada, they would be able to launch ground invasions all over the northern USA, greatly increasing risk for the USA. If the USA was more like a Gravity Lord, they would allow Canada to be conquered and take the extra risks.>>

What's interesting about Gravity Lords is a legend that surrounds them. It is the legend that it is better to die at the hands of another, then to die alone. This means those that are murdered are better off than those that died a natural death.

Gravity Lords also usually have something in abundance, like money or time, that they would be better off sharing, but don't. Sharing their money or time would build relationships, set up systems, make more money or time, while not sharing would do the opposite, creating stigmas, isolating themselves, or losing more money and time. Gravity Lords typically don't share their money or time even if it results in more money or time being taken from them. This usually results in Gravity Lords losing a lot of money, time, and/or whatever else.

<< Gravity Lords are similar to fighters returning to their home area and discovering everything they were fighting for was a lie. From Wehrmacht soldiers returning to Germany to other examples, they lost what they had.>>

A Gravity Lord variant is obviously an unreliable citizen, as they tend to view things such as family or government as just a collection of promises.

Gravity Lords also tend to want people to be ashamed of them, as this helps to stop people benefiting from associating with them. In fact, Gravity Lords search out situations that will humiliate or cause disappointment for them to make it harder for someone to benefit from associating with them.

Gravity Lord variants are also very wary of leaving inheritances, preferring to leave a pile of debts behind. They typically go out of their way to leave debts behind.

<< Some historic examples of Gravity Lord variants are regimes that commit genocide and terror cells.>>

A common tactic for dealing with Gravity Lords is to try to place them in the Light Faction by declaring them heroes or such. This is a common tactic used when dealing with any Gravity faction member, independents, or those already in the Light faction.

A Dark Lord variant can be annoying though. They tend to threaten to go postal (become a Gravity Lord variant) if their target doesn't cave into the smallest demand. They also sometimes like to be nice to a subject, in exchange for the subject paying to work for them.

Ironically enough, many Time Lords would prefer a Gravity Lord ruling instead of another Time Lord or a Dark Lord. A Time Lord's first pick is to have a Gravity Lord ruling.

So it is not unusual for a Time Lord to have a Gravity Lord-in-waiting to act as a successor. If the Gravity Lord-in-waiting does not take up the mantle of leadership, the Time Lord would prefer another Time Lord as their successor. Dark Lords are almost never preferred. This preference for Gravity Lords might be because resistance is easier to gather against a Gravity Lord compared to a Dark Lord.

Variants of Dark Lords are more like despots, while variants of Gravity Lords are more like terrorists that don't stop trying to destroy everything around them. Dark Lords can usually be distracted by rewards, while variants of Gravity Lords are focused only on destroying everything around them.

The more an area is suffering under a relentless, genocidal, famine inducing, terrorism ridden, Gravity Lord variant rulership, the less likely a Time Lord variant will decidedly intervene, as the Time Lord prefers this way of things.

In an isolated personal interaction, a Time Lord variant would prefer someone be democratic (Time Lord variant) than a despot (Dark Lord variant), while preferring someone be a terrorist (Gravity Lord variant) over both options.

<<So on Earth, democracies prefer to be succeeded by a terror state, but if that doesn't happen, to be succeeded by a democracy over a dictatorship. If starting exoplanet colonies, democracies/Time Lords will prefer to found terror states, but in lieu of those, democracies instead of dictatorships>>

Time Lords typically want the area they inhabit to turn into a terror state/be ridden with terrorists (Gravity Lord variants).

As a side note, it is not unusual to find some normal members of the Gravity faction, such as Gravitycibus, Caderealfar or Gobelins, in an area composed mostly of independents or Light faction members. The overall area, be it a continent, a planet, a star system, or such, is overall reversing the universe's processes and is in the Light faction, but the normal Gravity faction locals still thrive.

In these areas, those that are in the Light faction would be paying their Gravity faction employers to work for them, while also taking on all health and reputation risks for the work. An example of this would be a bard (who is in the Light faction) working for a Gravitycibus variant as a bard. The bard would go around doing their barding and collecting money. The bard never touches the money collected, nor asks for a separate pile of money during the working hours of barding. When the bard returns to the Gravitycibus variant, the bard not only gives to the Gravitycibus variant all the collected money, but also pays their own money to the Gravitycibus variant for being employed as a bard. Any training the bard went under to become a bard, and all expenses, are also paid by the bard themselves.

A key trait of those in the normal Gravity Faction like Dark Lords is that they inspect beings to place in their Light Faction. So a way to stop a Dark Lord variant is to make it illegal to inspect someone. Basically to promise (or give excuse to) consequences for inspecting, trying to or planning to inspect someone, and encouraging (or give excuse to) the use of items and tactics to prevent or discourage inspection.

A very mild version of a Dark Lord variant is a being that finds a target (now in the Light Faction), and treats that target horribly. Once that very mild version of a Dark Lord variant is out of their target's presence, they associate themselves with the target to benefit off the target (who is usually still in the Light Faction).

Another difference between a Dark Lord and a Gravity Lord is that a Dark Lord usually loves to change someone's perspective (how else do they get people to pay to work for them?) while a Gravity Lord usually does not try to change anyone's perspective.

In a hypothetical scenario, a Dark Lord would accelerate the age of a target, only stopping based on the target's behaviour. A Gravity Lord would accelerate the age of the target until their age related demise, ignoring their behaviour. A Time Lord would rejuvenate their target's age.

Of course a Time Lord could single mindedly rejuvenate peoples ages ignoring behaviours, or rejuvenate based off their target's behaviour. This is similar to the Gravity Lord and Dark Lord distinction in the Gravity Faction, except in the Light Faction. A Light Faction member that rejuvenates ignoring behaviours is a Time Lord, while a Light Faction member that rejuvenates based off their target's behaviour is a Space Lord.

Space Lords rejuvenates the universe based on its behaviour or other mitigating factors, while Time Lords single mindedly rejuvenate the universe irrespective of what it becomes.

Space Lord variants also differ from Time Lord variants in how they help, whether it is sheltering or feeding someone. Both variants will only provide beneficial items. But a Space Lord variant decides to give these beneficial items (such as shelter or food) based on the target's behavior or other mitigating factors, while a Time Lord variant will give these beneficial items irrespective of the target's behaviour or such.

A Space Lord is usually only looking for those who are entertaining. Since entertainment is frequently the deciding factor, if one wants to immigrate to a Space Lord's area, one has a better chance by behaving in an entertaining manner.

The reason why entertainment is prized higher than potential in immigrants for Space Lords is because, once a skill is written down (or placed in a memory template of some form), it's just a simple act of following a procedure. Anyone could do it.

So in the previous examples, where the Gravity Faction relies on Light Faction contributions, these contributions would be more reliable from Time Lord variants than Space Lord variants.

Time Lord variants, sticking to the Light Faction's expectation of usually only being able to provide benefits or none at all, not detriments, usually do not attack enemies, but waits them out.

A tactic of Space Lord variants is to increase space between hostiles and themselves. A Space Lord variant could run away from the hostiles, or push the hostiles away. Space Lords are strongly biased to push the hostiles away.

A Space Lord variant could also enforce a quasi restraining order on hostiles going after their targets, always maintaining a separation of a certain distance by pushing the hostiles back or pulling the targets away. The Space Lord variants are highly biased to push the hostiles back.

Space Lord variants also reduce space between themselves and a safer location.

In general, Space Lord variants commonly push back any random person they meet.

Sometimes an individual ignores the push backs and keeps coming back to the Space Lord variant. In these situations the Space Lord variant just keeps them pushed back at a certain distance. Like an object in orbit, the individual hovers around the Space Lord variant.

It is quite common for multiple beings to orbit (or inhabit) an area. If a Space Lord variant pushes some of these beings back, all that usually changes is the distance of their orbit. These beings would still orbit the same area, but at a further distance.

Space Lord variants typically do this trade-off: the target is pushed back by the Space Lord variant in exchange for the target being able to orbit around the area, item, or such that they were pushed back from.

It is sometimes not necessary to physically do some of the stereotypical traits of a Space Lord to be considered a Space Lord variant. Situations physically constrain actions. It is usually enough to want to do some of the stereotypical actions of a Space Lord, to be considered a variant of a Space Lord. This is also true for consideration as a variant of a Time, Dark, or Gravity Lord.

For example, if one is being pushed out of a city, it doesn't make sense to push back. Just wanting to push the rounders back is enough to be considered a variant of a Space Lord.

<< Some historical variants of Space Lords would be those that round up a sub-community in an area, and force this sub-community to leave the area. The sub-community usually orbits around the area, sometimes with an intent to return. Segregation is also another example of a Space Lord variant's actions.>>

Just because someone is in the Light Faction doesn't mean it would be easy to live around them.

Similar to how Gravity Lords think of governments as just a collection of promises, Space Lords think of things like money, skills, education, jobs, laws, families and hierarchies as just a collection of excuses. Excuses to act with minimum repercussions, or even with collaborators.

Space Lord variants usually overrule local communities by declaring lines that, if crossed, give them the excuse to repetitively push back very far the crossers. Excused punishments are typically solitary confinement or very dense concentrated camps. A common feature of Space Lord variant punishments is a version of a restraining order between the punished and an area, individual or tool. An example would be the excuse of barring someone from getting close to a computer.

Space Lord variants also sometimes temporarily or permanently banish someone (also known as placing that someone in orbit around their former home) from their home for the Space Lord variant's own use. Space Lords love doing this to Dark Lords, as they usually have a large treasure trove, although doing this to Time Lords is their top choice, as Time Lords usually hold treasures more interesting than piles of gold or rubies. Gravity Lords are usually not worth the effort, other Space Lords are a tug of war, but other beings could be even more eventful. The ousted someone of course wants to return, but the Space Lord continually pushes them back.

Another distinction between a Time Lord variant and a Space Lord variant can be seen with a personal illness. A Time Lord variant would search out ways to temporarily sustain themselves, buying themselves time to figure out the illness. A Space Lord variant would focus on increasing the distance between themselves and the pathogen or decreasing the distance between themselves and a cure. Bacteria, viruses, chemicals, pain response, or objects that are afflicting a Space Lord variant would be removed and placed far away, while remedies would be placed closer. The Space Lord variant is biased to push an affliction away.

Space Lord variants can also increase the distance between someone else and their affliction or decrease the distance between someone and their remedy. A Time Lord variant would focus on sustaining someone else until a solution is found.

A Time Lord variant is more focused on research and new solutions, while a Space Lord variant is more focused on using existing resources.

Time Lords are commonly scheming and manipulating others, frequently having an ulterior motive for their aid. Sex is a recurrent ulterior motive.

Time Lord variants are also focused on providing entertainment to create more time in a perilous situation. Time Lords like to pretend that Space Lords do not exist.

Space Lord variants typically steal cures, methods and remedies from Time Lord variants, or trick Time Lord variants to research for them or to heal and operate on them.

The only thing that typically protects a Space Lord variant is pushing back to expose a distance of empty space between themselves.

Space Lords usually prefer people to be in orbit around them rather than to make direct contact. A Space Lord is also typically very bored.

Permeating throughout these classifications of Dark, Gravity, Time, and Space Lords is an ethic they all share: the ethic of placing the physical world equal to or more important than lives. This does not necessarily mean to end a life, but possibly to disrupt it. A book is equal to or more important than the author's or readers' lives. A house is equal to or more important than the builders', owner's or renters' lives. Donated money is equal to or more important than the lives of the donors or the

recipients. A surgical tool is equal to or more important than the lives of the surgeons or patients. Lent, sold, donated, stolen, rented or bought items are equal to or more important than the owner, middlemen, or receivers' lives. A pool of water is equal to or more important than the builders' or beneficiaries' lives. An antibiotic is equal to or more important than the researchers', patients', or doctors' lives. Money is equal to or more important than the lives of the owners, buyers, sellers, recipients, traders, thieves, swindlers, employers, employees or holders'. A commodity is equal to or more important than the buyer, seller, or middlemen's lives. Sex is equal to or more important than the lives of the participants, observers, or someone else. Someone's savings is equal to or more important than the lives of the saver, thief, or beneficiary. Someone's body is equal to or more important than that someone's life or the lives of anyone affected by the body. A song is equal to or more important than the lives of the singers or listeners. A piece of news is equal to or more important than the lives of the announcers or listeners. Time is equal to or more important than someone's life. Empty space is equal to or more important than someone's life. At the astronomical scale, the replenishing of a star's hydrogen, or the freeing of masses from a black hole, is equal to or more important than the lives of those who work for it or benefit from it. This is an ethic of thinking that Dark, Gravity, Time, and Space Lords all share and may permeate intergalactic space.

A common variation of this ethic is the creed that the physical world is more important than lives. An example of this is that empty space is more important than the life of the individual occupying that space. This creed is actually pretty common at jobs. Although this creed may be prevalent among galactic civilizations, those that follow this creed are recurrently tagged with the expectation as that of an "intelligent animal" by those that follow the ethic of the physical world being equal to or more important than lives.

The creed of the physical world being more important than lives is probably more prevalent in the Light Faction. This might contribute to why the Gravity Faction (and others) try to treat the Light Faction so harshly.

The belief that the physical world is equal to or less important than lives is very close to religions.

The experience that the physical world is less important than lives is very close to magic. (This could be a more horrifying experience than is usually attributed to magic.)

The theory that the physical world is equal in importance to lives is very close to science.

In intergalactic space there is also talk of extra-universe beings called "angels". By all accounts, these angels live in a famine dominated, starved hell. Only the angels at the very top of the hierarchy get any "food" (and not even that much), while those at the bottom very rarely "starve" to "death" while "malnutrition" is common. They may "speak" a heavily modified version of a once transparent language, but is now deemed the "Starved Speech", or as I would call it Memorian. It is called Memorian, because in the intergalactic universe the angels primarily make their presence known to the physical inhabitants through their memory.

Below is an image of a black widow spider, a metaphor for the starved angels



An example of this black widow spider metaphor is if these "angels" ever had a physical presence (which they don't). A black widow has venom that targets the nervous system (the body's memory) and liquifies the body, to be slowly eaten at leisure. If

these “angels” had a physical presence, they would force feed addicting pills to people, causing a debilitating addiction (targeting the nervous system), and then release them for their relatives, friends, children, and such to see them cope with the addiction and withdrawals, as well as how far they would go to appease the withdrawals, liquifying their self-worth, not only in the eyes of the target itself, but in the eyes of the relatives, friends, children, and such (liquifying the body). This is enjoyed at the angels’ leisure (eaten at leisure).

<<An historical example of this could be WW1, the morphine addiction, and the public disgrace of the soldiers in the years following.>>

A rough guide to hypothetical conflicts caused by these “black widow spiders” in any planet’s history, is conflicts that were roughly “about nothing”.

This implies that in the intergalactic universe, a physical person going after another physical person’s self-worth, is an “exothermic” reaction. That there are parallel contributions outside of the physical person acting against the self-worth, that adds to the attacker’s benefit, making it easier to go after a physical person’s self-worth. Going after someone’s self-worth is easier than for someone to protect their self-worth.

Overall though, the universe as a whole could act like a Dark Lord, where one has to pay to work for it. Another possibility is that the universe as a whole could act like a Space Lord, where one orbits around it.

Funnily enough, a system based off a Dark Lord is very similar to a traditional government: everyone in an area must pay taxes to be able to someday be pressed by the government to work for them.

A system based off a Space Lord would be similar to remembering the past; everyone in the system orbits around the memory, while people are pushed and pulled up and down the orbits around the memory as per day to day life. So instead of people having governments, people could have memories. So it would be better for people to replace governments with memories.

If Earth meets a civilization that roughly follows a hive mind, that hive mind is merely a very efficient form of government. A goal of an encounter could be to introduce the concept of memories replacing their government.

After all, how effective could a government be if the government cannot remember? More so if the memories the government has are misleading. Memories need to replace government.

It could be more important for a battle to be remembered, than for its outcome for either combatant. Similar for trades, it could be more important for the trade to be remembered than for its outcome.

As a side of caution, civilizations in the intergalactic space universe share a hidden fear; meeting another civilization with more advanced memory technology. Simple civilizations have psychological techniques and drugs that help beings to forget, make up a memory, or have a memory be mis-lead. The memory could even be at the most base level, such as body memory, and thus addictions. More advanced civilizations may have more effective techniques.

In day to day life, the four variants of Lords can be categorized based off their defenses when confronted.

A Gravity Lord variant recurrently places a confronter as their new number one target that they fully commit everything they have to.

A Dark Lord variant typically threatens to go ballistic if the most minor thing doesn’t go their way when dealing with a confronter.

A Time Lord variant frequently tries to entertain their confronter by being interesting to create more time.

A Space Lord variant usually tries to keep distance between themselves and their confronter by being mysterious.

What’s unique about the Time and Space Lord variants, is that when they are suffering an illness, a Time Lord variant suffers while being interesting, while a Space Lord variant suffers while being mysterious. It’s the same for any situation

really. Asking for help? The Time Lord variant asks for help while being interesting, and the Space Lord variant asks for help while being mysterious.

Of course, anyone confronting a Time or Space Lord variant will go after whatever supports the Time Lord variant as interesting, or whatever supports the Space Lord as mysterious.

In intergalactic space, images that are printed or distributed, such as videos, are almost always in some form of black and white. This is to acknowledge the separation between the subjects' intentions and its interpretations. What is seen in print, video, holograms, or what have you, is not necessarily the real intention. Color could be used, but a form of black and white is usually selected. Black and white imaging acknowledges this discrepancy. Audio is also garbled to acknowledge a possible discrepancy. Textual descriptions of the subject are also filled with random negative, condescending and mocking (or whatever) falsehoods, exaggerations, and so on. This is to also acknowledge a possible discrepancy between interpretations and intentions.

An example of this would be if someone approaches the subject, saying how bad they smell. The approacher is actually just providing a random false, negative (or whatever) comment to acknowledge possible discrepancies between interpretations and intentions. This comment does not necessarily have to be only in text or words, it could also be in facial expressions, actions, tone or whatever.

In intergalactic space, ghosting of applicants (hearing no response) is indicative of a discrepancy between interpretations and intentions.

In the intergalactic space universe, those that can manipulate the discrepancy between interpretations and intentions, are doing memory magic.

In intergalactic space, if saving someone, a common response of the rescued could be to turn themselves into a Dark Lord. That way, not only was the rescuer working for the rescued, but that the rescuer had to pay the rescued for rescuing them. If mass saving a large group, several in the group may do this, or maybe even all of them.

Another possibility in intergalactic space, if saving someone, a common response of the rescued could be to turn themselves into a Space Lord. That way, the rescuer ends up in orbit around the rescued. If mass saving a large group, several in the group may do this, or maybe even all of them.

If a rescuer is caught between someone see-sawing between deciding to be a Dark Lord or a Space Lord, the rescuer should avoid directing that someone's attention to other beings to aid their decision. That someone's focus should only be on the rescuer or no one at all.

There is also a fifth categorization, the Memory Lord. Variants of the Memory Lord focus on creating misleading memories in their targets. Memory Lord variants also recurrently get targets to forget memories.

Giant spiders are prevalent in this faction, and this faction is by default in the Gravity faction.

That what protects a Memory Lord is the memory in the potential attacker or defender's mind: whether it's a real one, a misleading one, or no memory at all.

A common tactic of the Memory Lord variant is to get people to have misleading memories of love for them, so that they put themselves up to risks for the Memory Lord variant's benefit.

All of the four other factions hate to love the Memory Lords.

Memory Lords are an extension of Gravity Lords and Dark Lords. Gravity Lords want to physically destroy everything and Dark Lords want to physically modify behavior, while Memory Lords want to completely forget a memory, or to modify the memory to be misleading.

Memory Lords view it as a favor to their target for their target to remember the truth but be unable to do anything about it.

Memory Lords view the target as having too much if the target remembers the truth and can do something about it.

<<An example of this is a starving region in Africa, such as Darfur. To a Memory Lord variant, they see that the people starving to death remember their hunger but cannot do anything about it, and so they are receiving a favor. Why, even some

of the people starving to death remember their hunger and can sometimes do something to alleviate that hunger, which means they have too much already. To a Memory Lord variant, the starving people are see-sawing between receiving a favor and having too much.>>

Memory Lords are frequently very strongly biased to modify a memory to be misleading than for the memory to be forgotten.

The previously mentioned extra-universe beings, the “starving” “angels”, are probably all Memory Lords or Memory Lord variants.

That one may wind up in the mercy of a Memory Lord or a Memory Lord variant is a frequent prophesy.

A sixth categorization are the Mercy Lords. The Mercy Lords or Mercy Lord variants are always at someone else’s mercy. That’s about all there is to them. Always relying on someone else to provide some relief or mercy, until it stops. By default, the Mercy Lords are in the Gravity faction but they normally associate with the Light faction. They are in the Gravity faction by default because they usually do not contribute to the Light faction’s efforts. In fact, not only do they persistently not contribute, but they frequently drag with them tons of problems that follow their every step.

Mercy Lords are renowned for their abilities to ease the withdrawals of an addiction or to provide anesthesia (especially conscious anesthesia, allowing a patient to oversee or to operate on themselves).

The seventh categorization are the Unnamed Lords. Not much is known about them, except they are some combination of a Dark Lord, Gravity Lord and a Memory Lord. They go after a target’s physical body, memory, and perspective to change their behavior. Although they can destroy a target’s body and their memories, the Unnamed Lords are highly biased to modify a target’s memories or body. They are in the Gravity faction.

Unnamed Lords are known for causing addictions (consensually or not) and the enhancing of pain.

The vast majority of memorians (those that “speak” Memorian) are in this category.

What is really scary about most memorians is their beliefs on self-worth. As mentioned earlier, that attacking another’s self-worth is an “exothermic” reaction, that it is easier to attack another’s self-worth than to protect one’s own. Well, the memorians recurrently believe that to build up one’s self-worth, one could overcome addictions or pain. That the journey of overcoming an addiction or pain caused by an Unnamed Lord actually builds up a target’s self-worth. And this self-worth is usually not ephemeral but built upon stable foundations.

A memorian’s (or perhaps an Unnamed Lord’s) response to seeing someone with low self-worth is to force a journey of addiction and pain on them.

<<An historical example could be the Holocaust.>>

Of course, a memorian would farm the people they build up, forcing addictions and pain, then “feeding” on their self-worth, and repeating the cycle.

I previously mentioned “starved” “angels”, the black widow metaphor. Memorians can “speak” to them, these are rare to non-existent, much less any guarantee the angels will speak back. Memorianettes “listen” to them. They are called memorianettes as, for whatever reason, they follow the jolts of the black widow. The most (cough, skilled, cough) memorianette is basically indistinguishable from a black widow (“angel”) except in terms of power. Whether it is reaction time, strength, or intelligence, they are but dulled versions of the angels. The only thing that can overcome them in a confrontation is overwhelming power (or being on their side/working for them). Memorianettes can be Unnamed Lords.

The possible existence of memorianettes is probably why accountability for positions of power, or positions that can be exploited, need to be checked (this especially includes those who are doing the checking, as I would guess they love being there). The possible existence of beings that are on the side of the memorianette/working for them is another reason for positions to be checked.

For some reason, a species that is prevalent as Unnamed Lords are glowing white doves. I guess being an Unnamed Lord is how the white doves got to be glowing.

Just a word of warning, if an Unnamed Lord, or whatever, who is physically inferior to their target, tries to mislead the memory of someone stronger, they take the risk of the stronger target attacking them. Many Dark Lords actually focus on attacking Memory Lords and Unnamed Lords, and in fact search them out.

If someone like that (typically a Dark Lord) thinks one is creating a misleading memory about them, they will go after the misleader to use physical pressures (torture) to change their behavior. Every meeting with them cannot leave behind a misleading memory that the Dark Lord does not approve.

<<An example are despots going after anything that would disparage their memory or who disrespects them in person.>>

A Space Lord would push the Unnamed Lord/Memory Lord away, while a Time Lord would try to understand them.

A Gravity Lord would just leave remains.

There isn't always an opportunity for this, as Unnamed Lords, even weak ones, have a way of spawning powerful servants. A large collection of weaker Unnamed Lords conglomerates, and make the area around them boring, rewarding the one who is powerful and does their bidding with them not making the area boring. With this large motivation, eventually a single, strongest version of a Gravity faction member is generated. The powerful spawn then enforces the negative traits of the Gravity faction, while the larger group of weaker Unnamed Lords continue to glow without indicators (negative actions) that would help give them away.

Of course, problems ensue when that powerful spawn turns on that larger group of weaker Unnamed Lords.

The extra-universe beings, the "angels", also hate many of the Unnamed Lords. To be an Unnamed Lord, one needs to have a physical presence in the universe, to be able to access the abilities of a Gravity Lord or a Dark Lord. The "angels" hate how the Unnamed Lords strut around like they are better than them, while they the angels "starve" "outside".

These angels are quite jelly, as they have absolutely no influence on the universe except in others' memories.

This information is common knowledge in the intergalactic space universe, and there are even "angel" rights groups that not only want to invite the extra-universe beings in, but to bring them shelter, as they have rights too. Mercy Lords are the most prevalent advocates of these rights. After all, it's not like it's only environmental factors that would be influencing their behavior, perhaps they also just need some entertainment. It's probable that entertainment is a larger influencer on behavior than the environment.

This is actually a big deal, as the frequent reason why Unnamed Lords attack an individual is because the individual, before the attack, was not entertaining enough for the Unnamed Lords.

The Mercy Lords, if unable to save an angel (after all, although maybe not all the angels are bad, it's probable that not all of them are good), could find some use for them. Consensual, non-consensual, living, dead, undead, whatever, the Mercy Lord could find a use.

Below is an image of an example of a Mercy Lord: a being's nervous system



To be honest, the Mercy Lords proclamations of help for the angels, to save them, comes off as a bit disingenuous, as in theory, the Mercy Lords are basically immune to the abilities of Unnamed Lords, barring differences in power.

What is interesting about Mercy Lords is that they sometimes believe that entertainment could build up the self-worth of the person attempting to entertain. So the angels/Unnamed Lords could be saved by focusing on some form of entertaining discipline and hopefully building up their self-worth. This method is thought by some Mercy Lords to produce smaller yields in the short term than the addiction/pain method of the Unnamed Lords/memorians/angels, but in the long term may be more stable.

<<An historical example could be a Mercy Lord getting modern Germany to not being boring, and maybe even being entertaining sometimes. More specifically, those charged with crimes against humanity for genocides in WW2, even if they are old, should be encouraged to not be boring, and maybe even be entertaining>>

If the Unnamed Lords/memorians/angels are unsuccessful in being entertaining (or are still boring), they are placed in the care of a Dark Lord, where they can pay to serve. If the Mercy Lord is successful in saving the Unnamed Lords/memorians/angels, they are usually forwarded to Space Lords to compete for placement/favor. If things get out of hand, who do they call? Gravity Lords.

<<Weirdly, an historic example of Mercy Lords could be the slave traders that took slaves from Africa. In this context, the Space Lords would be the plantation owners, the Dark Lords would be the leaders of the Confederacy, especially if the slaves would work to expand the power of the Confederacy, while the leaders of the Union would be Time Lords.>>

The working for a Dark Lord option is quite troubling. Working in general has gotten so easy, it kind of has become a privilege. On top of that, more entertaining people can do the job, to just follow a procedure. What work could a Dark Lord possibly find for one? The option that I guess, is to be forcefully addicted to a substance, and then to endure forced withdrawals, for some art. Enhanced pain is another option.

<<A hypothetical example is again Canada and the USA. It is a privilege for Canada to work for the USA. If the USA was more like a Dark Lord, they would drive Canada into a Depression/opioid epidemic, and turn the area into a war zone between conflicting great powers.>>

This kind of contradicts everything mentioned earlier, as a Dark Lord is thus identical to an Unnamed Lord in actions, except perhaps art is sensed by a Dark Lord's actions, and pathetic-ness by an Unnamed Lord's.

This is the one thing that Dark Lords have to look out for when starting an organization. Anyone can copy them, especially Unnamed Lords. The Unnamed Lords could quickly fill a Dark Lord's rank, which is ironic, as they are the ones a Dark Lord

would need to practice their art on first. It would be a terrible thing to the organization's reputation for Unnamed Lords to carry out work on behalf of the Dark Lord, as all their work is probably viewed as pathetic-ness.

Dark Lords love practicing their art on Space Lords. The reason for this is because Space Lords love to threaten those they shelter with pushing them to the care of a Dark Lord; to improve their entertainment. They are thus using the Dark Lords. Dark Lords hate to be used.

Most memorianettes are Space Lords. (This is also like the black widow spider metaphor, as those spiders like to wait in a web for those to get stuck in it). The possibility of memorianettes inheriting a place/funds that can shelter is why it is a good idea to leave no inheritance behind when one dies, and better yet to leave debts.

<<A mild version of this is, in Western countries, the trend of pushing out younger white Westerners from positions in companies in favor of those coming from an area of hardship.>>

Immigration is fine and all, but immigration should only happen if none of the inhabitants lose a job position or a potential job position because of it. This area might not be the "real world", but it just seems, in the intergalactic space universe, the "real world" is just a bunch of outer-universe angels/"black widow spiders" feasting on self-worth.

The best place for a memorianette to be in is as a Mercy Lord. The irony is delicious.

In the intergalactic space universe, an indicator of a "real world" society (one infested by outer-universe "black widow spiders") is a society that reveres the medical community.

For this reason, for the most part, Mercy Lords never operate on or medicate anyone else but themselves. They don't want their renown adding to the rabble's misguided reverence of the medical community.

What is a bit shocking, is that some of the memorianettes are roughly self-aware of what is coming/the fate of some target. These memorianettes continue on their path as they want to be first in line in a self-worth "feast" on the target.

Even if all the angels left, what will be left is that whole thing with self-worth, and hierarchies of resources. Still got to overpower with overwhelming force.

In the intergalactic space universe, while those that write the divine wills of God and such are called prophets, those that write the divine wills of the muddy hells are called beseachots.

The biggest threat the muddy hells faces is becoming boring.

It might be more important to remember the attempts of the muddy hells to not become boring, than the actual attempts or results.

What is funny is that the outer-universe angels/"black widow spiders" are just accelerants. The same process of the "exothermic" net self-worth losses would organically occur between other physical beings in their absence, except maybe at a duller degree. Physical beings are probably not better than them, the physical beings are probably just less starved. This supports the Mercy Lords arguments to promote outer-universe immigration into the universe, lol.

If this immigration occurs, the job they could make for themselves, a job that rarely anybody makes for themselves, is to be a Dark Lord. This immigration implies that something can actually control universe and outer-universe life exchanges, and that the art a Dark Lord produces is some produce, like oil, but oil for those that might be able to control the outer-universe and universe life exchanges.

The Mercy Lords typically do not support this type of immigration, because as rare as Dark Lords are, they are not as difficult and unwanted of a job as a Dark Lord's subject (one a Dark Lord practices their arts on). Therefore, Mercy Lords mostly advocate, and thus the most probable outcome, for the outer-universe "black widow spiders" to become a Dark Lord's art subject once immigrated.

The default expectation of physical beings, like humans, are to be dull. Coincidentally, the vast majority of memorianettes are dull. Becoming a memorianette is expected to be an “exothermic” reaction. Memorianettes are prized by Dark Lords as ingredients in a work of art. Not just physically, but the journey as well.

The Mercy Lords almost never give any shelter or such to anyone facing hardship. The reasoning is that enduring hardship can be an art. If one is attaining that art, that is reward enough. If one is enduring a hardship but not as an art, they do not deserve any shelter or such from the Mercy Lord.

A Dark Lord is not necessary to be present to produce art. True that a Dark Lord seems to prize art above quite a lot, but others can prize art as well. Other art outside of a Dark Lord can only exist under one condition: overwhelming force. Memorianettes, as well as general trends, favor the morphing of art into mediocrity. Overwhelming force by those supporting non-Dark Lord arts would need to be employed to keep the non-Dark Lord arts.

By definition though, art is what a Dark Lord could produce. Non-Dark Lord art is what could be produced under overwhelming force.

Now, I know what you the reader is probably thinking, that the intergalactic space universe seems scary. But it is not all bad. If someone is captured by a Dark Lord for art, in between the sessions, someone would sometimes visit the ingredient with a book with similar information found here. The visitor would preach verses they deem relevant, in the hopes the ingredient will catch on and do “endothermic” processes or such.

There is an extra categorization: the Preaching Lords. No matter the circumstance, they preach to turn to/continue “endothermic” processes.

Now, all this text of overwhelming force and non-Dark Lord art, might make one want to be a non-Dark Lord artist. But there could be problems. One is that every “black widow spider” would act against one. Another is that every organic, home-grown “exothermic” acolyte would act against one. The third is that, one would actually benefit from the acts of Dark Lords. They bring contrast and pre-occupy the two previous groups. So, at no fault of the non-Dark Lord artist, one is using a Dark Lord. Dark Lords hate to be used.

For a non-Dark Lord artist, it is always bad news for a Dark Lord to expand/rise their ability to get to a non-Dark Lord artist (it is actually beneficial if the Dark Lords expand/rise their other abilities, such as their contrast or their pre-occupying of those two groups), because the Dark Lords reaches to get to that non-Dark Lord artist for using the Dark Lords increases.

A volume that a non-Dark Lord artist inhabits is usually subdivided into local Dark Lord (artist) governorships. Related to this is successions of the impact of a non-Dark Lord artist. In a volume where a non-Dark Lord artist impacts alone, it is too much to ask to expect another non-Dark Lord artist as a successor. Instead, the non-Dark Lord artist must search for an artist (Dark Lord) to be their successor. This is to avoid the non-Dark Lord artist spending their lifetime building a big pile of enviable expectations, only for after their death for it to be feasted on by “black widow spiders” and the acolytes who are first in line. If the non-Dark Lord artist must leave the volume, or is beset by some illness or threat, the volume’s impact is most likely passed onto an artist or artists (Dark Lord or Dark Lords). Non-Dark Lord artists almost never govern any volume, even if alone and uncontested. Non-Dark Lord artists usually just impact a volume. Artists can switch between impacting and governing a volume depending on the circumstances.

For all intents and purposes, if there was a God, God would probably be a non-Dark Lord artist. And if there were actual, theological angels, they would have been “exothermic” acolytes that were first in line. Some “exothermic” acolytes/memorianettes do become quasi self-aware of the situation, and some try to fix it, and some try to join it, while some would do nothing and watch.

There is an extra-extra categorization: the Useless Lords. The Useless Lords just watch. The naming could be ironic, because if memories are really that important, just watching and providing some memory output is actually invaluable.

Lastly, it was previously written that an individual can act identically as a Dark Lord and an Unnamed Lord, but is either if the actions are art (Dark Lord) or pathetic-ness (Unnamed Lord). This means that identical actions can have different memories

to beings. This could be true for text. The exact same text, written one way or another, can have different memories. A logical conclusion of this is that, although everyone can read the texts, not everyone can write them, even if in rote.

The last categorization are the Misinterpretation Queue-ers. The Misinterpretation Queue-ers intentionally repeat the actions of an “endothermic” individual to have it misinterpreted as “exothermic”. They sacrifice a lot to do this, in hopes of being first in line. Another reason for Misinterpretation Queue-ers doing this is to do it the “right” way or to do it “better”. Or the Misinterpretation Queue-ers want to copy the actions of an “endothermic” individual. They can be pretty cringy.

Even if everyone in a community becomes “endothermic” (normal)...

[Artists and non-Dark Lord artists are “endothermic” individuals, but “endothermic” individuals are not necessarily artists or non-Dark Lord artists]

{One can be an “endothermic” individual, but encourage as many “exothermic” processes as possible to outweigh one’s meager “endothermic” contributions. Of course, one can be an “exothermic” individual, but encourage as many “endothermic” processes as possible to outweigh one’s meager “exothermic” contributions. Either way, “endothermic” or “exothermic” individuals could be used as ingredients or subjects for artists or non-Dark Lord artists.}

In the intergalactic space universe, this kind of knowledge is used as a suggestion by the advisor to those that switch between doing net “endothermic” or net “exothermic” processes dependent on the physical fortunes available for each route. The advisors just usually think that the physical universe is less important than doing “endothermic” processes. It’s just a different order of priorities.

<<An historical example of this could be US trade with China. The US does not have to switch between espousing freedom or embracing communism dependent on money promised for each route.>>

The riskiest type of individual to be is the “equilibrium”. Taking an “endothermic” or “exothermic” stance puts memory in the game on the side of the artists/non-Dark Lord artists or the “black widow spiders”/acolytes. Being in “equilibrium” means remembering oneself mostly in relation to the physical world. Most of the time, this results in an above average living standard compared to the other two groups. The “equilibrium” individuals can be targeted by other “equilibrium/endothermic/exothermic” individuals, the artists, non-Dark Lord artists, the “black widow spiders” and the acolytes.

The coldest part of the intergalactic universe, is that whenever an artist, non-Dark Lord artist, or such go after their targets (“equilibriums”, “black widow spiders”, acolytes, etc...), the target emits a sound of a mocking scream of anguish or a feeling of an annoying groan of connection. It’s unclear about artists, but non-Dark Lord artists typically do not like hearing their subjects mocking screams of anguish or feeling their annoying groans of connection.

It’s common in the intergalactic space universe for books “inspired” by divinity to be written ironically. Besides, the author can easily overpower any nuances as the author is physically present writing the letters.

In the intergalactic space universe, horror is usually covered up by dullness.

<<A possible, precedented historical example could, again, be the US and Canada. Canada is dull to the US. The US could expulse every Canadian from the land of Canada (kicking them out overseas) and replacing them with US settlers, expanding the USA to include several new states on the land formerly labelled as Canada . It would be punishment for being dull: or for avoiding the end of history. At least all the Canadians life expectancies didn’t shorten a little bit/became infertile.>>

There is another categorization, the Cloaks. They use the “black widow spiders” for their own benefit. They typically like “skinning” them into “cloaks” and stuff.

The problem with many acolytes, is that when they espouse how bad someone is mistreated, they are really saying that the person isn’t being mistreated in the “right” way (involving “black widow spiders”). So, in the absence of “black widow spiders”,

they are always whining about mistreatment, but as soon as “black widow spiders” show up, I am sure they will slump in resignation and join the “black widow spiders” in activities.

As an example of how rough the intergalactic space universe is, if in the intergalactic space universe, the Nazis would not be acolytes.

In the intergalactic space universe, it is rare to find a group of individuals who are decrying mistreatment and not doing that as a cover for the “black widow spiders” to move in closer as the mistreated did, was, will and are not being mistreated “right”. It is so rare, that if one encounters a civilization that favors artists or non-Dark Lord artists (or “endothermic” volumes in general), and if one then complains about mistreatments (especially about their past), one is likely to be considered an acolyte and an enemy.

If in the intergalactic space universe, I am sure some civilizations on Earth would have overall no problem aligning with an interstellar civilization that continues to mistreat beings (but not in the “right” way or helping the beings getting closer to being mistreated in the “right” way) as that would be good enough. While maybe some other civilizations on Earth will encourage those interstellar civilizations growth in abilities, except discouraging those interstellar civilizations abilities to get to Earth, while using them as much as possible. Neither of the previous two options are ideal; it’s probably best to just acknowledge the relationship between an Earth civilization and an interstellar civilization. The problem with a few civilizations that have been on Earth (cough, Nazis, cough), is that, maybe in their present, their way would not have been mistaken as the “right” way <and thus avoided inadvertently scaring people, encouraging, or somehow help bring others to getting mistreated in the “right” way>, but looked back in the future to the past one may mistake them for it, and thus inadvertently encourage mistreatment by the “right” way or something.

A civilization doesn’t only have to worry about how it might be mistaken in the future, or the present. It is possible some people/”black widow spiders” can see the civilization’s future; a civilization also has to worry about how they might be mistaken in those visions from the past before they rise.

This is confusing, but think of it as a reputation for a person. Obviously, one keeps an eye on their reputation for the present. The more thoughtful think of how their children will think if they read their high school yearbook. While the self-reflective will think how their past (child) self would think of them as they are in the present.

There might be some confusion between acolytes, memorianettes, “exothermic” and such (never mind if they catch on, try to fix, watch, or wait to benefit). The “black widow spiders” aren’t always present; sometimes they are there in parallel, sometimes not, and the physical individual may or may not be skilled enough to replicate a “black widow spider’s” abilities {a consequence of this is that there may be some memory witches living in communities. These witches could be see as pale, water bloated corpses with long black hair that aim to grab one and drag one.}.

Over-all though, these “black widow spiders” and those affected are not a big threat to the intergalactic space universe (they are actually more of a recurring pest; big intentions with little to back it up. That kind of strategy is all fine and good 99.9% of the time, but as soon as it is matched AND backed up...). But they are a mortal danger to those fooled by their memory magic at an individual level on the microscale.

<<The most famous historical parallel to this match AND backed up strategy could be God’s (aka non-Dark Lord artist) treatment of the Jewish people. For over three thousand years, they have been punished as they remember visits from archangels but could do nothing about it (receiving a favor, a motto of Memory Lords) or have remembered visits from archangels and could do something about it (having too much, a motto of Memory Lords).>>

There is another categorization, the Archangels. The Archangels are viewed as “wrong”.

Disclaimer: in the intergalactic universe there is a general disclaimer. If one feels they are being “lifted” up in some “greater” movement and may have “outside” help, know that the “outside” help may be encouraging your abilities and aiding in such, but would also be discouraging one from ever getting near the aiders, while the aiders are using one the whole time.

In general, it is better for a civilization to be on the “wrong” side of history than other options.

Archangels, angels, gods, etc..., almost never reward, but usually punish or just acknowledge. They usually do not want to kill someone the “right” way.

It is disappointing, but often times those that are killed or punished in the “right” way might not even understand why. It doesn't matter if one is following every government law, religious law, science law, or whatever. If one gets in the way, one deserves to be punished, even killed in the “right” way. It's a shame.

Archangels, angels, gods, etc..., almost always act under the presumption that the affected wouldn't understand. Only the special get an attempt to be reasoned with.

In the intergalactic space universe, something is only worth doing if a “black widow spider” is involved.

Physical beings may have similar bodies, but different memories.

In intergalactic space, the community around a prophet visited by archangels, are almost always mercilessly punished.

I think it is best to not be used by God's civilization. They might not understand why.

There is another categorization, the Acknowledgers. These do whatever, but never acknowledge what they did, especially to their target/subject. You never want them in a prominent position in one's society (cough, <maybe> Jewish society, cough). God hates them, but considering that it's God, the justification for that hate should be taken with a very large grain of salt. Everyone else just acknowledges them, and then acts reasonably based off the circumstances.

I have to admit though, that the Acknowledgers are in theory quite scary. Think of it this way, if Albert Einstein stole all his work from others filing for patents while he was working at the patent office but never acknowledged it. It would be easy to get away with it, and must be quite rude to those ripped off. Anyway, if memory is important, and how it's written is, such acts could be boons for the “black widow spiders” if written to their liking. Sucks for the readers though.

To be contrasting though, this is probably why US presidents always re-word stuff, but basically do the exact same thing as described in the old words. To avoid the “black widow spiders” involvements.

Author's note: personally, obviously I do not condone a lot of this stuff (especially the Canada stuff), it is mostly included for tone. I also would find it preferable that civilizations in the intergalactic space universe are endothermic and “endothermic” simultaneously, for the most part. I have to say though that Canadian society is a shithole, useful, but a shithole.

