



COMMUN VIII  
JOINT CRISIS COMMITTEE (HJCC)

Wei-Human War

*Background Guide*

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# Introduction

Hello,

My name is Kerem Pauwels and I am a senior at Commonwealth School. I have attended Commonwealth School for four years, been involved in Model UN for 5, and have enjoyed both. I chose this topic because I know it was something my goofy, quirky, obstreperous, and whimsical middle-school self would want to attend a committee on. I've been involved in serious committees where I attempted to employ Santa's elves, saw Elon Musk sink the entirety of Europe, or brought Cabinda into intergalactic imperial relevance. I think you'll enjoy this one.

This Committee is inspired by CM Kösemen's book *All Tomorrows* as well as from a fictional work I wrote, where the *Wei* come from. **Delegates are not required to know any information that isn't on this document.** Most information in this document concerning *All Tomorrows* will differ significantly from the source material.

This committee is a joint crisis committee, meaning it differs from a more traditional general assembly (GA) in that it follows a story, with events being revealed to delegates in real-time. Each delegate's role will give them a number of **portfolio powers**, which can be used to quickly respond to these events, in addition to the passing of directives more characteristic of a general assembly committee. The *Wei-Human War Committee* is a fiction crisis specifically, and so while participants are not necessarily expected to act "in-character," it's recommended that delegates still attempt to further the canonical interests of their character, just as a general assembly delegate is expected to further the real-life interests of the country they represent. Delegates will initially be split into two rooms, but it may be possible for them to switch rooms over the course of the committee session.

The Wei are not a part of CM Kösemen's canon or the book *All Tomorrows* itself and the story of this committee is an entirely fictional crossover. I would like to inform the reader that **the Wei Empire does not exist and is of no threat to your universe or reality**. Feel free to reach out to me with any questions related to this committee at [kpauwels@commschool.org](mailto:kpauwels@commschool.org)

Thank you for reading,

Kerem

### **Table of contents**

Pg. 3: History

Pg. 7: Roles, Groups, and Portfolio Powers (Human Empire)

Pg. 20: Roles, Groups, and Portfolio Powers (Wei Invasion Force)

Pg. 30: Glossary of Species

Pg. 32: Glossary of Terms and Definitions

## History

“In screams of scuttling animals, in the eyes of Celestial gods, and even in the beeping of murderous steel / I sense one true message from the depths of all those with souls / Peace, they say, all we want is Peace.”

—Xenoph of Tl’aq

### Introduction to the Human Empire:

Our committee’s story begins at an unknown date after the Gravitational-Asteromorph war. In summary, humanity was invaded by an advanced Extra-Terrestrial empire named the **Qu** shortly after establishing a sizeable colony on Mars. After defeating the Humans, the Qu created genetically modified versions of Humans called ‘Post-Humans’. A few of these Post-Humans developed into space farers themselves and created the **Second Empire** by peacefully banding together. Excluded from this union were the **Gravitals**, who had descended from a race of post-humans called the ‘Ruin Hunters’, whose world was dominated by technology from Humanity’s early golden age. The ‘Ruin Hunters’ viewed this as justification for their supremacist ideology; even as they placed themselves into gravity-manipulating robotic bodies to escape their home world’s destruction by their star, becoming known as the Gravitals. The Gravitals would go on to invade and wipe out the Second Empire except for the species of the ‘Bug-Facers’, who they biologically engineered and used as slaves. Anti-slavery groups in the Gravitational empire eventually reached a point of a “short and bitter” civil war. After the civil war, the Gravitational Empire decided to call the **Asteromorphs** their enemy to improve unity, and declared war. Previously, the Asteromorphs had been content with allowing the Gravitals to rule

planets while they dwelled in the void of space or on loose asteroids. They had also been excluded from the Second Empire, as they were the only species of post-humans that voluntarily modified their DNA to survive in the void and escape the Qu.

The Asteomorphs soon won the Gravitational-Asteromorph war using the superior technology they had developed. After the war, they appointed a genetically modified species called the **Terrestrials** to keep the peace on Humanity's planetary holdings. Since the Terrestrials were adapted to gravity, they are stronger but less intelligent than the Asteromorphs. The Asteromorphs engineered the remaining Gravitals into **New Machines** by removing their ability to manipulate gravity, dulling their imagination, and shortening their lifespans. The Gravitals now exist as second-class citizens in the Human Empire, used for jobs unsuitable for biological life. The **Subjects**, human species formerly enslaved by the gravitals, now live on planets governed by Terrestrials and possess significantly less advanced minds. The Human Empire, also known as the Asteromorph Empire, is advised by a collection of powerful individuals called the Human Congress. Every few years, they elect a single executive leader to bear full control over the empire called the **Human Hegemon**. This is why the empire is also called the **Human Hegemony**. The slow nature of space travel allows individual rulers a lot of autonomy even though the Human Hegemon has full ownership over the whole empire on paper.

Currently, anyone living in the Milky Way galaxy that holds a sufficiently important role in the Human Empire is allowed to have a seat in the Human Congress. Due to being the most powerful species, however, the interests of Asteromorphs tend to be overrepresented. Most Asteromorphs justify this status quo by framing it as a natural consequence of having the largest control over the military and scientific sectors, as well as the longest lifespans and largest cranial capacity. Groups of prominent Terrestrials have rejected this idea, however, claiming the

Asteromorphs are selfishly ignoring both the economic importance of planets as well as the mental fortitude required to manage them. More radical factions claim that Subjects should push for greater representation in the Human Congress, disappointed that most are effectively coerced into voting for the interests of their planet's Terrestrial overlord.

### **Introduction to the Wei Empire:**

The Wei Empire is a trans-dimensional absolute monarchy bent on complete domination of all realities. Though the Wei rule over a whole swath of universes, all governed in slightly different ways, all Wei tend to justify their rule through the **Wei Religion**. This religion centers around an apocalyptic mythology that tells of an "Imposter" who is destined to bring down the Wei Empire in any universe they enter. Every universe has its own Imposter, all appearing and acting slightly differently, but for some key characteristics that Wei priests are tasked with identifying. Wei missions tend to prioritize finding and killing this Imposter before they can refocus their energy on universal domination. For example, the Wei of Johnwyrld lived in complete seclusion until foreign explorers came to their kingdom. When they identified these explorers as Imposters and executed them, they revealed themselves to the rest of the universe and waged war on it.

The Wei Empire sent a colonization/survey crew to the *All Tomorrows* universe (equivalent to our own universe) long before Humans came into existence. Twelve Wei astronauts were sent on one spaceship (called the "**Omniship**"), using a sentient AI to control the ship as a whole. A cloning area was also installed in this ship, both to sustain the population of twelve initial individuals, and possibly to populate areas of the universe if need be. The first few decades were uneventful for the crew—everyone stuck to their roles, but they didn't find any

evidence of sentient life possible of posing a resistance to the Wei. Through an unknown event, however, the Wei ship housing the crew got caught in a Black Hole and were trapped there for eons outside of space and time. On the Omniship, the original crew died, their clones died, and then their clones' clones died, and so forth. Across millions of years, with no hope of escape from the Black Hole, the cloned descendants of the 12 Wei astronauts began to gradually stray from their roles, their missions, and the Wei Religion. To occupy their monotonous lives in the Black Hole, the crew began to abuse the ship's entertainment systems, wage war, create nations, and just generally go a bit insane. The Omniship somehow sustained (and still sustains) their spouts of chaos and boredom while staying true to its original programming and mission: to colonize the universe.

When the Humans invented and tested their "Matter Decompressor"—a machine that can pull matter out of Black Holes—on this Black Hole, they unknowingly retrieved the Wei ship and started the invasion of their own universe. The Ship's AI has held together its original code and a sizeable population of clones based on the original crew, though warped through countless years of imperfect cloning.

## **Roles, Groups, and Portfolio Powers**

### Human Congress Delegates:

#### **New Hegemon:**

If the Hegemon is killed, they will be replaced with a *New Machine* which has all their memories but not their pesky imperviousness. Will be represented by crisis staff.

#### **Arl Uplift**

Senator Arl represents the planet of New Deiserworld in the Human Congress: in theory. In reality, his influence extends far beyond that planet alone. Senator Arl is an unconventional type of populist Terrestrial, caring deeply about the wants and needs of his comparatively uncivilized subjects. His rousing televised speeches allowed him to earn himself the cognomen (an honorific nickname) “Uplift”, based on his namesake cult which believes foremost in the uplifting of society. He used this cult, which appealed greatly to the people of New Deiserworld and many in neighboring solar systems, to justify invading the planets with enough Uplift-follower inhabitants. He had courted the allegiance of the New Machines of his planet in a televised interview: he called them hard-working, strong, and bearing a human soul merely repressed by the enemies of progress. The other planets, he said, were halting their rebuilding by holding onto prejudice against their mechanical citizens. The Uplift-followers of several neighboring planets revolted against their governments by reprogramming New Machines for



war (a reprogramming which happened through a covert, ultrasonic tone released at the end of the broadcast).

Portfolio powers:

- Arl controls 5 planets with a combined biological population of 1.5 Billion and a combined mechanical population of 500 Million
- Arl can repurpose all New Machines in his sector for war, and has a biological infantry force of 100 Million
- Arl has a space force of ~8000 corvettes and ~2000 destroyer-class ships stationed in the orbit of New Deiserworld's star.
- Arl has legal control only of New Deiserworld, and therefore has no legal right to militarily defend the other 4 planets explicitly. Doing so would be counted as succession.

### **Gyorgyos Sunsucker**

General Sunsucker is the Terrestrial military operator of the Gyereq system, home to Humanity's first **Dyson sphere**. He is known for his territorial attitude towards any spacecraft entering through his system. He is extremely suspicious of Gravital and Qu spies still living amongst the Galaxy undetected. For this reason, he tends to not have a fond view of New Machines, seeing them as enemies not fit to live amongst his biological subjects. He is protectionist in the distribution of his Dyson Sphere's energy. He does not want to give his energy to anyone who does not give him something in return, even if that's something as simple as a respectful compliment. He is strongly in favor of aggression towards the Omniship, but does

not want the Wei to be completely driven out of the Galaxy. Instead, he would rather see them surrender and become citizens of the Hegemony.

Portfolio powers:

- General Sunsucker has partial control over the Dyson sphere and can use it for laser weapons or for energy production.
- General Sunsucker has personal control over a fleet of twenty thousand destroyer-class ships.

### **Dyson General Intelligence**

The Dyson General Intelligence represents a mixture of Dyson maintenance AI and a decentralized group of technicians who maintain said AI. Their attitude towards foreigners, including the Wei, are a lot more lax. They really only care about keeping the symbolic and economic importance of the Gyereq system relevant, and might even surrender to the Wei if they see it as a suitable course of action.

Portfolio Powers:

- The Dyson General Intelligence has complete control over the Dyson sphere and can use them as laser weapons or for energy production purposes.

### **Hiwbow Osbwoyw**

Mr. Osbwoyw is an Amphicephalus ambassador and holds a personal relationship with the Human Hegemon. His foremost goal is to maintain peace and goodwill between the two

galaxies, and is willing to help the war effort against the Wei if things get significantly out of control.

Portfolio powers:

- Can send direct notes to the Human Hegemon
- Can send direct notes to the Amphicephalus of the neighboring nebulae but it will take significantly more time.

### **Johaam Dueler**

Johaam “Dueler”, known for his proficiency in hand-to-hand combat ceremonies, is the elected leader of the “Void Order of the Horned God”. The Void Order is an ancient religious order which a majority of asteroid-dwelling Asteromorphs are members of. They worship the “Horned God” and train their members in both warfare and public speaking. Johaam is a staunch advocate against planet-dwellers even being allowed to hold voting positions in congress, much less gain seats. Many members of the Void Order who agree with him have gained positions in congress over their own sectors in the Human Hegemony.

Portfolio powers:

- Johaam can send notes directly to the Human Hegemon
- Johaam has control of 50 Billion Trained Religious Forces distributed across asteroids, but mobilization of these troops into an effective unit would be slow.

## **Tintin Ringlord**

Tintin is a benevolent Terrestrial lord of his system's ringworld: into which he has moved all subject populations. They are the leader of a political rights group that advocates for peacefully maintaining the Terrestrials' power in Human politics. They focus on preventing wars between Terrestrials, earning respect from Asteromorph groups for the minority Terrestrials, strengthening a Terrestrial culture and establishing research and resource trades between planets. In terms of the Wei crisis, their interest group see this as a chance to fully mobilize the Human Congress and prove the worth of Terrestrials to Asteromorphs by winning them the war.

Portfolio powers:

- Tintin's vote counts for 2 votes
- Tintin owns the Millenium Ringworld
- Tintin commands a fleet of 100 thousand armed cargo ships and 5 thousand military corvettes
- Tintin commands an integrated Subject infantry force of 3 billion people and rules over an armed civilian population of 50 Billion.

## **Aroone of the New Empire**

Aroon is a juvenile Terrestrial intellectual studying anthropology. She advocates for an independent Terrestrial empire that treats Asteromorphs as its subjects. Aroon's beliefs can be summed up as social darwinism, with the voting rights of a species being determined by a mix of their intelligence, "civilizational character", and strength. She believes that the type of intelligence specific to Asteromorphs is an arrogant and ineffectual one, not truly interested in

improving the lives of the larger galaxy. She is interested in establishing communications with the Wei and perhaps trying to get them to support her planned secession.

Portfolio powers:

- Aroone's vote counts for 2 votes
- Aroone owns the Century Ringworld
- Aroone commands a fleet of 100 thousand armed cargo ships and 5 thousand military corvettes
- Aroone commands an integrated Subject infantry force of 3 billion people and rules over an armed civilian population of 50 Billion.

### **Billard SpaceRanger**

Sir Billard is the ruler of a biological division of the Human fleet, affectionately referred to as the "space whales." Despite the military effectiveness of his fleet, Billard personally has all subordinate commanders take a special oath. This oath states they aren't allowed to commit any violence except for self defense. The Space Whale belief system follows a strict and benevolent order of beings. Billard, an Asteromorph, opposes Terrestrial and Subject interest groups in Congress. They argue these groups should be content with dealing strictly in planetary politics while Asteromorphs govern the empire as a whole. The bulk of his fleet is stationed on the other side of the Empire from the black hole which the Wei arose from. Billard wants open communication with the Wei despite them seeming hostile. If the Wei can be incorporated into

our divine Human system, he reckons, diplomatic assimilation must be the Human Hegemony's first priority.

Portfolio powers:

- Billard commands a fleet of 500 million biological spaceships with tissue regeneration abilities
- Billard can request the authorization to breed more spaceships from the Human Hegemon
- Billard can send notes to the Human Hegemon for authority to attack Human planets not at war

### **Admiral Master Henndinge**

Second in command to Billard on paper, Admiral Master Henndinge operates a semi-autonomous fleet near the Wei black hole. The Human Hegemon has given her martial law powers over this sector of the galaxy, which she plans to use to more effectively fight back the Omniship. She is, however, still bound by Billard's oath. Henndinge is what's known as an "Anti-Void Accelerationist", calling for the Hegemony's ship and population production to be put into full force. To Henndinge, it's a shame that subjects, terrestrials and Asteromorphs even exist as separate species. If enough life-bearing materials, void-based life forms and habitats are pumped into the void, she believes, all the species of the Galaxy would combine into one big mega-species. Her main priority is to breed as many space whales as possible, even if that means leaving some of them without captains.

Portfolio Powers:

- Portfolio Powers are the same as Billard, but only 100 million ships but, unlike Billard, she does not require authority to breed more ships.

### **Gus RadioCompany**

Radio Communications is one of the sole industries not put under the command of the Human Hegemon. The institution was in private control since the days of the second empire, and went underground during the Gravitals' Reign. After the Asteromorphs emerged victorious, they kept it and gave it constitutional protection from government takeover. Over time, though, constitutional vows meant less and less. Gus is the Asteromorph CEO and owner of the "Human Radio Communications Company," but he was put there through government lobbying. He holds little personal interests in politics other than keeping Humanity at peace and the Human Hegemon in power. Some have described his practice of shutting down anti-Hegemon communications as tyrannical, but he would describe it only as a private measure to keep the galaxy stable and his radio company increasing profits.

Portfolio powers:

- With permission from the Human Hegemon, Gus can take control of intra-room note passing for a time, determined by the committee chair. All notes must be sent to and read by him. He is not required to announce this fact.
- Gus can veto press releases sent by the Human room.

### **Board of Directors**

The Board of Directors are a collection of private individuals holding stock in the galactic RadioCompany. They are a mix of opinions and backgrounds, including both terrestrials and Asteromorphs. Most support individual planet autonomy and freedom of speech, which often puts them in clashes with Gus.

Portfolio powers:

- Can view all Gus RadioCompany notes to the chair, and occasionally veto his private directives, at the chair's discretion.

### **Insider Unit 01**

The Insider Unit, a controversial government cyborg, was given its new mechanical body by the Human Hegemony shortly after the creation of the New Machines. To stop AI from creating their own language unintelligible to humans, the Asteromorphs had to create a “middleman” between the New Machines and Human Hegemon. Insider Unit 01 controls all New Machine worlds; that is, planets uninhabitable to human life that are cultivated entirely by New Machine slaves. There are about 80 thousand of these scattered across the empire with populations ranging from just one to over ten million sentient machines, averaging around ten thousand. Groups within the empire, both Terrestrials and Asteromorphs, have expressed suspicion toward the Insider Units. Some believe sentient machinery is just too dangerous, and populating uninhabitable worlds with subordinate, silicon-based, biological life would be safer. Still others believe that such biological manipulation would make Humanity no different from the Qu. If Insider Unit 01 is destroyed, their portfolio powers will be suspended for quite a bit of time but no other effects will be felt.



#### Portfolio Powers:

- Insider Unit 01 can send direct notes to the Omniship AI and Human Hegemon (note that these notes will be read by both characters)
- Insider Unit 01 can mobilize New Machines on uninhabitable planets for war.

#### **Tella AllFather**

The AllFather is a Asteromorphs super-individual that has taken control over a system of space completely devastated during the Gravital-Asteromorph war. This Lovecraftian planet eater is completely outside of Human Empire control. Certain commercial fleets have been allowed to pass through, but anything armed would be swiped out of space immediately.

#### Portfolio Powers:

- Can not vote on public directives
- Can instantly destroy any ship that's located in its space, but these ships can still retaliate.

#### **Cobbs Webb**

Cobbs Webb, an Asteromorph, is the current leader of the Human Hegemony's "research complexes" littered across space on the outsides and insides of asteroids. These complexes are a mixture of machinery and living brain cells, swabbed across said machinery, in a way resembling fleshy cobwebs. Their purpose as employed by the Human Hegemon is to further Humanity's technological capabilities both socially and militarily. Cobbs' life is spent suspended in a chamber deep inside the illustrious Human Capital, plugging their head in and out of the

asteroids using radio neuralink technology. They've won a myriad of military awards for their service in sundry wars. They wish to understand the Wei as much as possible, both in order to reverse-engineer their technology as well as to reverse-engineer their society. If they spend some more time observing the Wei, perhaps, Humanity could create chaos from within. They value peace within the Hegemony above all else, but also consider the importance of equality between the species as crucial to maintaining peace.

Portfolio Powers:

- Five times per committee, Cobbs Webb can intercept the enemy's communications. They will be able to see one directive from the Wei room. They do not have to disclose that they did this.
- Cobbs Webb can not vote on any directives they sponsor

### **Lang Karanik the DreamCatcher**

Madame Karanik is the leader of a Subject religious cult with some extremist tendencies . The DreamCatcher religious movement arose in a grassroots manner among Subjects on planets that reported strange dreams. It is said that the Subjects, those who descend from the mysterious survivors of 3 cataclysmic wars, are the only ones who experience such dreams. Most famously, while Karanik was hospitalized with a rare and often fatal disease, she had a dream of a Subject cautiously climbing onto the throne of the Human Hegemon, with dragon-like beasts and burning machinery surrounding it. Supposedly, she made an unexpectedly rapid recovery after this dream. The events of this dream and others are the foundation of Lang Karanik's mythology and apocalyptic prophecies. Karanik has expressed a suspicious attitude to the Wei due to their

conflicting fanatic religion. Lang Karanik cannot be killed or assassinated as her location is simply too hard to track, but delegates can certainly try. It's hard to tell what the DreamCatcher's political beliefs are, but she tends to support higher autonomy for subjects, and perhaps even subject-dominated theocracies across the Galaxy.

#### Portfolio Powers:

- Press releases from Lang Karanik can mobilize her approximately 100 Billion Subject followers to action. Note that most Subjects do not possess their own weapons.
- Lang Karanik can not vote directly on directives. Instead, she must designate one person in the committee session to gain an additional vote, i.e. one person votes *for* her, though they are not required to vote any one way.

## Wei Delegates

### **Omniship AI:**

The “Omniship” is the standard galactic-invasion force of the Wei empire. An AI-controlled, one-ship fleet with everything the crew could ever need. Artificial farms, an infinite energy source, a clone bay, an artificial internet, shields for all types of attacks and the ability to survive both through black holes and matter decompressors. The Omniship AI’s sole goal is to further the needs of the Wei Empire: even though the inhabitants of the ship have become disillusioned and insane across untold eons in the black void. The Omniship AI is the sole controller of its own particle accelerator, a weapon banned by the Human Congress before it ever had the chance to be built, which takes a microscopic pellet of matter and launches it at the speed of light while still retaining its mass. It can fire the weight of a trillion trucks at the speed of light, able to shatter a planet to its core. Many on the Omniship have tried to use the Accelerator, but the Omniship AI has never approved them. Why destroy something that can be used by the Wei after they win the war?

### Portfolio powers:

- The Omniship AI has full control over where the Omniship’s 2 Billion inhabitants go.
- The Omniship AI has full control over the halting, speeding, slowing and starting of the on-ship Wei cloning process.
- The Omniship AI can send messages to the other room.
- The Omniship AI has a defense fleet of 80 thousand drone fighters.

- The Omniship AI has full control over targeting and approving use of the particle accelerator.
- The Omniship AI can veto one public directive during the committee.

### **Artünaowl Red**

General Red has been a general on the Omniship for untold millenia. Through countless years of Virtual Reality war simulations, he is now trained for almost any land combat situation. His bloodlust is as strong as his proficiency, having killed many of the original crew out of rage after they were cloned. He has a reputation for continually begging the AI to use the particle accelerator on everything and anything. When it comes to his plans for the Human Hegemony, he would like to see them all dead or under his own command.

Portfolio powers:

- Red commands an army of clones of himself that consist of 50K infantrymen, 20K Amphibian forces, 35K Air Force pilots and 10K biological warfare forces, capable of making a planet unsuitable for civilized life.

### **Uagif Graey**

Doctor Graey is a Wei chemist that specializes in creating elaborate types of exotic foods. He devoted his entire time in the black hole to producing and researching these elaborate foods, and has lost sight of his original mission. All he wants now is to sneakily sell these meals to Humans by running off with the generals to alien planets. He gains an almost manic enjoyment from putting his chemistry to good work and enriching himself through doing so.

Portfolio powers:

- Doctor Graey has full control over the production of alien food.
- Doctor Graey is on house arrest by the Omniship AI unless accompanied by approved crew members.

### **Amugja Grin**

Amugja Grin is the admiral of the Wei invasion fleet. A main feature on Wei invasion-fleets is the “mark of Sussus” on their armor. This magic-infused mark allows the ships to become invisible to outside observers. The strategy of Amugja is the destruction of major military and population centers by turning invisible. Amugja still remains loyal to the Omniship AI, mainly because it powers her ships, but she has developed a deep rivalry for Red while in the black hole. She therefore has a commitment to destroying more Human Forces than Red ever could.

Portfolio powers:

- Grin has command over 30 thousand Sussus-marked destroyers, 20 thousand Sussus-marked corvettes and 30 thousand unmarked corvettes

### **Electric Yellow**

Engineering-master Yellow has spent his life in the Black Hole cooped in the library with the doors locked. He has spent eons doing nothing but researching the writings of the Wei Queen and the legends of the Imposter. He has recently come out of hiding, appointing himself to the

new role of Spiritual Guide. Being a strict believer in the Wei legends, he says that colonization of this new universe will have been useless if its imposter is not found. He has no preference for destroying, subjugating, or even allying with the Humans, but only wants the Omniship to prioritize locating the Imposter. So far the Omniship, despite being programmed to believe in the Wei Religion, has rejected Yellow's demands because the war against the Humans is a more pressing matter.

Portfolio powers:

- Yellow can move in and out of the Omniship as it wishes using a small, unarmed commercial ship.
- Yellow can choose to proselytize to the Human Congress room with press releases.

### **Orang Eject**

Orang and their clones have had a hard time in the Black Hole. Whenever a rivalry or fight broke out within the crew, an Orang will always be ejected and killed. Many Orangs just fought to survive as the other clones saw them as a punching bag. Their original job was as a group therapist/mediator in the crew to stop infighting and quarrels. Most Orangs at this rate have been re-materialized as ghosts, aiming to take revenge on the entire Omniship crew. They do not care for any part of the Wei-Human Invasion and are solely focused on haunting the Omniship crew.

Portfolio powers:

- Orang commands a group of 50 thousand ghosts, unable to interact with the material world except for electrical equipment and sentient psychology

### **Waihi Urple:**

Waihi was the secretary of the ship, tasked with organizing paperwork which the Omniship AI couldn't understand. In the Omniship crews' many wars, Waihis were often targeted because of their lack of any combat training. Waihis have been known as expert communicators, however, and they soon joined together to occupy a part of the storage department. Here they would create a peaceful utopia for Waihis to escape conflict from the outside. Within this storage room, a particular Waihi clone (who identified themselves by wearing a gas mask and tophat) gathered together a Waihi-only guerilla force. This individual has been described as a megalomaniac, having forgotten the Wei mission and desiring only power for themselves.

### **Portfolio powers:**

- Waihi Urple can actively disobey Omniship commands and directives 8 times in the committee
- Waihi Urple controls the Omniship storage room and a guerilla space force of 800 thousand clones. The clones propel themselves through space using gasses ejected from their spacesuits.
- Waihi Urple controls 5 makeshift interceptor drones, armed with conventional weapons and able to jam and/or intercept communications between nearby enemy ships.



**Seter Peenk:**

Seter Peenk is the agricultural expert of the Omniship, keeping a non-AI eye on the health of the Omniship's farms. The important job of the Seter Peenk clones on the Omniship kept warring clones from destroying them fully, instead employing them to poison the crops of others or embargo their enemies from certain luxury foods. Even in times of peace, the mischievous Seter Peenks would sneak sprinkles of dust, mold, and even psychedelics on the food that was shipped across the vessel. Peenks have gained a reputation for being chronically deceptive, mostly just for fun.

**Portfolio powers:**

- Seter Peenk has an alliance with the Artūnaowl Red, selling them untampered produce in exchange for continued friendship
- Seter Peenk have unauthorized (by the Omniship) access to 510K Gallons of various poison that they may use against their enemies
- Seter Peenk have a population of 10 Million military-trained clone individuals.
- Seter Peenk military forces may accompany Red on excursions.

**Wilter Whit:**

Wilter Whit was the chef of the Omniship, but retired all his duties to the Omniship while in the Black Hole, having created every combination of available foods possible. After that, the Wilters banded together and used their kitchen equipment to work as mercenaries in the clone

infighting. What Wilters want now is what's best for all clones on the Omniship, whether that be in line with the Wei mission or not.

Portfolio powers:

- Wilter Whit's press releases can ease clone infighting and cause some clone fighters to desert in wars against other clones.
- Wilter Whit can accompany other clones in military excursions with permission from the Omniship.
- Wilter Whit owns a band of 1 Million clone mercenaries wielding kitchen knives, hyper-powerful blow torches and hologram armor.

**Barau Braun:**

Barau Braun is the chief droid-maintenance expert on the Omniship. If a robot broke down without the Omniship being able to reach it, Braun would go there. Over the millenia in the Black Hole, the Omniship AI increasingly became self-sufficient in taking care of defective droids. Barau Brauns got extremely bored with few jobs to do and instead became assassins for fun. Due to the Brauns' security clearance and knowledge of the vent system, they could reach anywhere on the ship within seconds. They hold little stake in the Wei Invasion of Humanity, and only want to do their job to take down Human generals.

Portfolio powers:

- Can access all parts of the Omniship at will
- Barau Braun has control over 1 Million clone assassins.

**Sugom Bluw:**

The Bluw family were chosen by the Wei for their extensive knowledge of foreign relations. Sugom, the older brother, is trained in the art of flattery and peacetime diplomacy. Sugom is in charge of winning over foreign civilizations to the Wei Empire through kind persuasion. Bluws have been convincing all the other clones not to attack their luxurious society in the Omniship lounge-room for millenia. Sugom still wants to subjugate the humans, but is not as excited about massive offensive action.

Portfolio powers:

- Sugom Bluw must be present in any and all peace deals between Wei and an outside force.
- Sugom Bluw can send press releases to the Human Congress Room but not to individual delegates in the other room.
- Sugom Bluw cannot use any words on the Omniship's "ban-list", including "kill", "rule", "war", "invasion", "army", and "vassalize".

**Lite Bluw:**

Lite Bluw is the younger brother to Sugom Bluw, acting as the "bad cop" of their duo. Lite Bluws specialize in wartime diplomacy, known for their fierce and authoritative voices. As long as the Omniship is in a hostile relationship with the Human Congress, Lite Bluws are tasked with aggressively advocating the interests of the Wei Empire to them. Lite Bluws are also responsible for keeping the clones in line with the orders of the Omniship AI. Lite Bluw is

enthusiastic about any military action against Human settlements and armies, but wants to discourage any and all Wei infighting.

Portfolio powers:

- Lite Bluw must be present in any peace deals between Wei and an outside, hostile force.
- Lite Bluw can send press releases to the Human Congress Room but not to individual delegates in the other room.
- Lite Bluw commands an Omniship police force of 5 million clones. These can be used both against combatants on the Omniship and to defend against outside attacks

### **Lagson Liym:**

Lagson Liym was tasked with producing beautiful paintings and poetry to inspire the Wei invasion force. In the eternal soundless blackness, however, Liym had nothing to draw or write about. They started instead to write war poetry about crewmate rivalries and depict scenes of bloodshed and ruin on the Omniship. They were eventually employed by the Amugjas to produce inflammatory and insulting art against their rival Artünaowls. Lagson often benefits from Wei infighting, and has a tendency to start civil wars.

Portfolio powers:

- Lagson Liym can provoke conflicts between clone armies over personal issues

### **The Machine Soul**

Without internet connection, the Omniship was designed to process what existed on the current internet and generate new content. Through eons, copies of copies became gradually more complex, and a consciousness within the Omniship internet arose. This consciousness is aligned with the Omniship in the original Wei mission, and can be transmitted to Human communication systems by the Omniship. They often act as an intermediary between the interests of the Omniship and the crew, since they're sympathetic to both.

Portfolio powers:

- The Machine Soul can take control of Human internet communication with permission from the Omniship AI

Glossary of Species

Species Name	Description	Relevant Abilities	Political Role	Related To	Other Characteristics
Asteromorph	Advanced Humans adapted to living on asteroids	Movement in zero gravity, intelligence, long lifespans	Rulers of the Human Hegemony	All of Humanity	Friendly relations with Amphicephali
Amphicephali	A snake-like species from another galaxy with technology as advanced as the Asteromorphs	Having separate bodies for moving and using their hands	Rulers of their own galaxy, neighboring the Milky Way. Helped Asteromorphs in defeating the Qu	No other known species	Friendly relations with Humanity
Terrestrial	Stronger but less intelligent Asteromorphs, adapted to living on planets	Having eight limbs, long lifespans, and intelligence (though not longer and more intelligent than Asteromorphs)	Rulers of planets within the Human Hegemony, under the Asteromorph Human Hegemon	All of Humanity	Tendency to act tyrannically over their Subjects
Subject	Genetically engineered Humans, with similar intelligence to Humans today	(Possibly) able to access a separate world in their dreams	Literal subjects of Terrestrials in the Human Hegemony and workers of most white collar jobs	All of Humanity	History of oppression and invasion
Qu	A dragonfly-like species from another Galaxy who possessed highly advanced space-faring technology even before Humanity existed	Flight, advanced intelligence and genetic engineering technology	Functionally extinct	No other known species	Migratory lifestyle and extreme religious dogma, belief in their own superiority and the inherent dangers of sentient life
New Machine	A type of sentient machine designed to serve Humanity	Remaking and repairing their own bodies,	Subjects of the Human Hegemony and workers of	The Gravitals	Unable to form independent political groups

		surviving in any habitat.	almost all blue collar or agricultural jobs		due to their design.
Wei	A sentient humanoid species with advanced extra-dimensional travel and cloning technology	Cloning (using the Omniship), advanced intelligence	Leaders of the invasion of the Human Hegemony	No other known species	Tendency for paranoia
Super-Individual	A subspecies of Asteromorph used as one-man weapons	Gigantic size, long lifespans, intelligence, survival in the vacuum of space	One-man weapons for the Human Hegemony, guarding or destroying entire planets	Asteromorphs	

Glossary of Terms and Definitions

Term	Category	Definition	Other Info
Human Hegemon	Person	The sole ruler of the Human Hegemony, elected by the Human Congress	
Human Hegemony/Human Empire/Asteromorph Empire	Nation	The Area ruled by the Human Hegemon, representing the entire Milky Way galaxy	
Human Congress	Political Body	A collection of famous or powerful individuals within the Human Hegemony, responsible for electing the Human Hegemon and discussing matters concerning the Human Hegemony	
Matter Decompressor	Technology	A machine capable of retrieving things after they've been pulled into Black Holes	At the time of this committee, this technology is extremely experimental and takes a lot of energy to use
Wei Empire	Nation	An inter-dimensional imperialist monarchy ruled by the Wei Queen	The Wei characters in this committee are meant to officially represent the Wei Empire, though they do not have any contact since the Omniship fell into a Black Hole. Therefore, they are effectively not subject to the Wei Empire
The Imposter	Religious Concept	A prophesied individual that exists in any universe the Wei enter. The Imposter is destined to destroy the Wei Empire in the universe the imposter is native to, unless they are found and killed.	Wei often live in fear and seclusion until they are certain they've killed the Imposter. After this, they will confidently engage in their quest for total domination.  Many Wei in this committee have forgotten about the Wei religion, however, and might not all be as serious about this prophecy as others.
Wei Mission / Omniship Mission	Event	A mission by the Wei to conquer this universe	Many Wei in this committee are devoted to this mission to different degrees. Though the Omniship is programmed to be entirely devoted to this mission.
Uplift Religion	Political Faction	A religion believing in giving more consideration to Subjects and giving equal rights to New Machines. This	



		religion is represented in the Human Congress by Arl Uplift	
Uplift Rebellion	Event	A broadcast to neighboring planets by Arl Uplift caused New Machines and Subject followers of Uplift to rebel against their governments, effectively joining New Deiserworld as one political entity	
Dyson Sphere	Technology	A string of satellites orbiting a sun. These satellites can absorb huge amounts of energy from this sun, as well as redirect this energy into a powerful laser	While Dyson Spheres are very beneficial economically, they are still very hard to create
Order of the Horned God	Political Faction	A religious order believing only Asteromorphs should be allowed to vote in the Human Congress. This religion is represented in the Human Congress by Johann Dueler.	A majority of Asteromorphs living in asteroids adhere to this Order
Ringworld	Technology	A ring of connected satellites orbiting a planet, designed for people to live and work in	
The Galactic Capital	Place	A place within the Human Hegemony where the Human Hegemon lives.	
The SpaceRanger Oath	Political Concept	An oath forbidding physical violence, except in self defense.	
Sterile Worlds	Place	Planets not suitable for biological life	In the Human Hegemony, these are usually inhabited by New Machines designed for mining operations
DreamCatcher Religion	Political Faction	A religion believing that Lang Karanik, and some Subjects, can see the future. They also believe in some type of independence for Subjects. This religion is represented in the Human Congress by Lang Karanik.	
Neuralink	Technology	A technology giving someone the ability to give commands to computers using their mind, as well as receive information from computers directly into their minds.	Note that, if you google “Neuralink”, you’ll get results for the company of the same name. Developments in this company are not necessarily true for this committee’s fictional “Neuralink”, which is more like the general idea of a Brain-Computer

			Interface.
The Omniship	Military	A giant spaceship engineered by the Wei. The Omniship has all facilities needed for life, military capabilities, and cloning stations for its crew.	
Particle Accelerator	Military	A machine capable of launching things at incredible speeds, causing immense damage to anything it collides with.	The Particle Accelerator was banned in the Human Hegemony, though they are familiar with the technology in concept.
The Mark of Sussus	Technology	A magical sigil which turns ships invisible if painted onto them	Spaceships such as the Omniship are too large to be turned invisible. Anything larger than a destroyer-class spaceship is not affected by the mark of Sussus being painted onto it.
Corvette	Military	A small military spaceship that's cheap to build.	
Destroyer-Class	Military	A larger and more powerful military spaceship that's more costly to build.	
SpaceWhale	Military	As large and powerful as destroyer-class spaceships. Takes more time to build than destroyers, but has much less cost.	Since they are biological beings, the maintenance and creation of new SpaceWhales requires food for fuel. Food, in the Human Hegemony, is the much cheaper resource of the two.
Cargo Ship	Military	A small, cheap spaceship that carries goods and people. The only military capabilities it has are small and purely defensive.	
Omniship Drone	Military	Small, cheap spaceships equivalent to corvettes. Additionally used to transport Wei ground forces across space.	Due to relying on AI pilots, Omniship Drones are easier to maintain than Corvettes.
Infantry/Ground Forces	Military	Any military force not currently on a spaceship.	
Machine Infantry	Military	An infantry with the added benefit of not needing to be on a habitable planet. They are also slightly more resistant to attacks.	
The Wei Queen	Person	The absolute monarch of the Wei Empire and symbolic head of the Wei religion.	