

FORESIGHT

FOREFATHER Field Operations
Manual

Project Daybreak World Guide / Lore Compendium

OSOC Incident Report

Event Code: *A-2531-Alectrona*

Event Designation: *"The Devouring"*

Date of Incident: Local Sol 2531, 04:37, Daybreak

Report Prepared By: Persistence Beck, FOREFATHER Operational Director.

Classification Level: *Archimedes: Pentarch Council Eyes Only*

Incident Overview:

At **04:37 Local Sol Time** on the planet **Alectrona-5**, a temporal catastrophe designated **The Devouring** began. This event, characterized by the emergence of an allegedly-sentient, ichorous entity—henceforth referred to as **The Devouring**—resulted in the complete consumption of the known universe. Only the capital world **Coeus-3** remains, preserved within a five-minute temporal loop sustained by FOREFATHER's intervention.

The loop serves as both a shield and a cage, holding back the Devouring while leaving Coeus-3's inhabitants in a constant cycle, reliving the final moments before the universe's end.

FOREFATHER continues to seek a solution to repel the Devouring and end the cycle without succumbing to total annihilation.

Record of Event:

1. Pre-Event Observations

- Temporal irregularities were reported from **Alectrona-5**, particularly near the **Temporal Resonance Observatory (TRO)**, a long-defunct orbital OSOC lab.
- FOREFATHER agents noted increasing disruptions, including fractured causality and anomalous materiation phenomena, but no immediate correlation to catastrophic risk was identified.

2. Event Initiation

- At **04:37 Local Sol Time**, temporal flow on Alectrona-5 ceased entirely. The planet froze in a state of absolute stasis.
- An entity of vast proportions, described as an amalgamation of spectral forms and inky tendrils, emerged above the TRO. The entity, now identified as **The Devouring**, immediately began to absorb both the TRO and Alectrona-5 into its own mass.

3. **Rapid Expansion**

- The Devouring expanded at an exponential rate, engulfing planets, systems, and entire sectors within seconds, erasing all existence outside Coeus-3.

4. **Coeus-3 Security Measures**

- At the five-minute mark, the Devouring reached Coeus-3. FOREFATHER's defensive measures triggered automatically.
- These measures initiated a **localized temporal loop**, locking Coeus-3 in a repeating cycle of the final five minutes before the Devouring's arrival.

5. **Current Status**

- The Devouring persists at the periphery of Coeus-3, its tendrils endlessly testing the boundaries of FOREFATHER's stabilizers. The loop resets at **04:37 Local Sol Time** with each cycle.
 - Coeus-3's inhabitants retain awareness of the repeating cycle, due to FOREFATHER's safeguards. However, this has led to widespread psychological strain and societal destabilization. FOREFATHER R&D has proposed a potential solution (see "Continuing Operations within the Loop", pg 5).
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Observations:

● **Nature of The Devouring**

- The Devouring exhibits characteristics of sentience. Fractured reports from OSOC observation facilities indicate the mass traverses between planets in a manner akin to slime molds once found on Apollo-3.
- Spectral forms within the mass suggest it incorporates remnants of consumed entities, though their nature and purpose remain unclear.

● **Temporal Loop Mechanism**

- FOREFATHER's use of temporal stabilizers creates a "chronal bubble" around Coeus-3, preventing the planet from being fully consumed.
- This defense comes at the cost of being locked in the repeating five-minute loop.

● **Impact on Coeus-3**

- Materiation technology functions erratically within the loop, requiring manual recalibration after each cycle.
 - The population is increasingly divided between those aiding FOREFATHER's efforts to end the loop and those succumbing to despair or nihilism.
 - Reports from urban operatives indicate the sudden societal shift has inadvertently triggered a surge of religious fervor among survivors
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Damage Assessment:

1. Loss of Life:

- Total consumption of all known systems outside Coeus-3. We do not know the final death toll, we only know the last number our instruments recorded before they ceased functioning. Casualties presumably range in the trillions.

2. Sociopolitical:

- Coeus-3's society is in a precarious state, balancing between maintaining order and devolving into chaos.
- FOREFATHER's influence and public opinion has expanded significantly, as our control of the loop is seen as the only barrier to annihilation.
- Cult-like assemblies of the survivor population have grown more frequent with each repetition of the loop. FOREFATHER psychologists at a loss.

3. Temporal:

- Repeated loops are causing compounding chronal distortions, including desynchronization of time-controlled machinery and degradation of causality within Coeus-3.
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Unresolved:

1. Origin of The Devouring

- The precise cause remains unknown. Hypotheses include:
 - A catastrophic experiment at the TRO.
 - A breach in temporal boundaries allowing an external force to enter.
 - The Devouring as a natural endpoint of universal entropy.

2. Purpose of The Devouring

- Whether the entity has a goal beyond consumption remains unclear. Its repeated attempts to breach the temporal loop suggest a level of intent or awareness.

3. Ending the Loop

- FOREFATHER's research is focused on neutralizing the Devouring and ending the loop. Potential methods include:
 - Expanding the network of stabilizers to push back the entity.
 - Discovering a way to reverse the Devouring's consumption.
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Actionable:

1. Research and Containment

- Enhance FOREFATHER's choral stabilizers to strengthen Coeus-3's defenses.
- Develop new temporal technologies capable of interacting with the Devouring without compromising the loop.

2. Psychological Support

- Deploy widespread mental health resources to counteract the societal strain of living within a repeating loop.

3. Public Communication Strategy

- Disseminate controlled information to maintain morale and avoid mass panic.

Continuing Operations within the Loop:

Desynchronization Harnesses:

Prior to the events of the Devouring, FOREFATHER R&D operatives had been researching the viability of personal timeline desynchronization. As of the time of writing, a functional prototype has been created. The "Desync Harness" (shortened to Harness) renders the wearer unaffected by external temporal influence, such as the stabilizers currently preserving life on Coeus-3, and theoretically, the stasis-inducing ability of the Devouring. Mass-production is underway, with the end goal of the Harness becoming standard-issue equipment for all FOREFATHER operatives as we attempt to better understand our enemy. FOREFATHER is currently investigating the viability of deploying Harnesses to any surviving civilian populations in an effort to lessen the mental strain of the loop.

Pentarch Council Directive

FOREFATHER declares **The Devouring** an ongoing existential threat. All OSOC military and industrial facilities are to be immediately relegated to FOREFATHER control. OSOC law enforcement personnel are to prioritize preservation of life at all costs. Population control protocols are to be implemented immediately. All civilian fabricators and materiation services are to be shut down immediately. Materiation ability will be relegated to FOREFATHER operatives exclusively.

Coeus-3 must remain humanity's last bastion until the threat is neutralized.

End Report

The Power Structure of OSOC:

1 . The Pentarch Council

At the apex of OSOC's structure lies the **Pentarch Council**, a five-member body that holds ultimate authority over all of OSOC's actions and policies. Their identities are shrouded in secrecy, known only to the most trusted individuals within the organization. Even high-ranking officials and Directors operate without direct knowledge of the Pentarchs' true identities or locations.

- **Roles:**
 - Oversee the long-term survival and stability of the timestream.
 - Approve or deny interventions of extreme scale, such as timeline management and materiations of the ultimate necessity.
 - Maintain and protect the **Absolute Chronology**, OSOC's master record of all timelines and universal events.
 - Appoint Directors for the major departments and resolve interdepartmental disputes.
- **Structure:**
 - **Pentarch-I:** Responsible for moderating council discussions.
 - **Pentarch-II:** Oversees temporal integrity and the enforcement of causality.
 - **Pentarch-III:** Manages materiation policy, resource allocation, and economic stability across the federation.
 - **Pentarch-IV:** Responsible for safeguarding against cosmic and temporal threats.
 - **Pentarch-V:** Ensures OSOC's philosophical and ethical compass remains intact.
- **Secrecy Measures:**
 - Their physical appearances and true voices are hidden, even from their closest aides, through advanced masking technologies and proxy representatives.

2. Departments and Divisions

Beneath the Pentarch Council, OSOC operates through specialized departments, each with its subdivisions. These departments ensure the organization's core responsibilities are met.

Department of Materiation Oversight (DMO)

- **Mission:** To regulate materiation practices and maintain harmony across infinite timelines.
 - **Divisions:**
 1. **Materiation Licensing Authority:** Grants licenses to individuals and organizations for lawful use of materiation technology.
 2. **Materiation Monitoring Bureau:** Tracks every instance of materiation, ensuring compliance with OSOC laws.
 3. **Anomaly Retrieval Unit:** Investigates cases of overuse or dangerous materiation.
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3. The Directorates

Each department is led by a **Director**, appointed by the Council. These Directors form the **Executive Directorate**, which executes day-to-day operations and reports directly to the Council. Directors wield significant autonomy but are subject to Council review during crises.

4. The Enforcement Branch: FOREFATHER

FOREFATHER acts as OSOC's militarized and investigative arm, tasked with high-stakes missions and covert operations. It operates independently but within OSOC's framework, reporting directly to the Pentarch Council.

- **Specializations:**
 - Timeline recovery and intervention.
 - Combat against entities that threaten spacetime integrity (see **The Devouring**).
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5. Regional Branches

OSOC divides the galaxy into sectors, each with its own governing **Regionate**, who oversees compliance and local adaptations of universal laws.

- **Role:**
 - Implement OSOC policies across sectors.
 - Represents regional interests to the Pentarch Council.
 - Mediate sector-level day-to-day affairs.
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6. The Assembly of Member Worlds

The Assembly is a forum where representatives from OSOC member worlds gather to voice concerns, propose policies, and debate temporal ethics. While the Pentarch Council holds ultimate authority, the Assembly ensures that all voices are heard.

- **Structure:**
 - Each sector elects an Ambassador to represent its people.
 - The Assembly meets every five universal years on Coeus-3.
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Planets:

Aetheris-7

- **Climate:** Perpetual twilight, with skies saturated in purples and golds due to a thick, refractive atmosphere.
 - **Land-to-Ocean Ratio:** 70:30 (large, labyrinthine continents with sparse oceans).
 - **Notable Features:** Floating mountain chains that defy gravity and a natural bioluminescent phenomenon in the oceans that illuminates the sky at night.
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Aurilus-2

- **Climate:** Frozen tundra, with year-round sub-zero temperatures.
 - **Land-to-Ocean Ratio:** 90:10 (a single, sprawling supercontinent with minimal liquid water).
 - **Notable Features:** Massive auroras that span the entire planet's sky and "ice blooms," crystalline growths that appear alive.
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Calypsis-4

- **Climate:** Tropical, with intense humidity and frequent superstorms.
 - **Land-to-Ocean Ratio:** 40:60 (island chains interspersed with shallow oceans).
 - **Notable Features:** Enormous, bioluminescent flora and fauna; the storms are electrically charged with particles that disrupt long-range communication.
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Ignissar-9

- **Climate:** Scorched desert, with molten rivers flowing across the surface.
 - **Land-to-Ocean Ratio:** 95:5 (oceans exist only as boiling, sulfuric pools).
 - **Notable Features:** Geysers of superheated gas erupt regularly, and the skies glow faintly red due to particulate matter from volcanic activity.
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Luntheria-5

- **Climate:** Earth-like, with moderate seasons and a breathable atmosphere.
 - **Land-to-Ocean Ratio:** 50:50 (diverse continents separated by deep oceans).
 - **Notable Features:** Atmospheric pressure creates intricate, luminous cloud patterns.
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Oceionis-10

- **Climate:** Temperate oceanic, with mild, rainy weather year-round.
 - **Land-to-Ocean Ratio:** 10:90 (only small archipelagos dot the vast oceans).
 - **Notable Features:** A perpetual underwater current that glows faintly green and pulls objects in seemingly random directions.
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Umbraxis-8

- **Climate:** Perpetual overcast with constant rain and occasional hailstorms.
 - **Land-to-Ocean Ratio:** 60:40 (vast plateaus bordered by deep fjords).
 - **Notable Features:** Shadow-like entities that appear during storms and vanish with the lightning strikes.
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Solanus-3

- **Climate:** Temperate with large swaths of rolling grasslands and forests.
 - **Land-to-Ocean Ratio:** 55:45 (interconnected continents and shallow seas).
 - **Notable Features:** Periodic solar flares from a nearby star cause the planet's flora to emit energy pulses.
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Zephyrus-6

- **Climate:** Windswept plains with frequent tornadoes and cyclonic storms.
 - **Land-to-Ocean Ratio:** 65:35 (rugged terrain dominated by high plateaus and chasms).
 - **Notable Features:** The winds generate harmonic tones that reverberate across the planet's surface.
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Noxis-13

- **Climate:** Harsh, acidic rain falls in cycles between scorching and freezing seasons.
 - **Land-to-Ocean Ratio:** 85:15 (jagged continents and acidic seas).
 - **Notable Features:** Gigantic crystalline formations dot the landscape, acting as natural light beacons in the dim environment.
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Nyxaros-1

- **Climate:** Perpetual darkness due to perpetual cloud cover. Planet previously believed to be a gas giant.
 - **Land-to-Ocean Ratio:** 40:60 (endless cavern systems beneath the oceans).
 - **Notable Features:** Bioluminescent fungal forests and sentient, light-emitting organisms living in the caverns.
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Helionis-14

- **Climate:** Blisteringly hot, with twin suns creating extreme heat and light levels.
 - **Land-to-Ocean Ratio:** 70:30 (deserts broken by vast underground aquifers).
 - **Notable Features:** Massive solar towers, natural rock formations that seem to bend sunlight into dazzling patterns.
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Glacivor-11

- **Climate:** Ice age conditions with constant blizzards.
 - **Land-to-Ocean Ratio:** 80:20 (frozen tundras and oceans trapped under sheets of ice).
 - **Notable Features:** Deep blue fissures in the ice lead to sub-glacial oceans teeming with bioluminescent life.
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Ecliptaris-10

- **Climate:** Constant eclipses from its three moons, creating long cycles of twilight.
 - **Land-to-Ocean Ratio:** 30:70 (volcanic islands surrounded by vast, dark seas).
 - **Notable Features:** Phosphorescent algae glow during the eclipses, forming constellations on the water's surface.
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Astravore-2

- **Climate:** Chaotic, with rapidly shifting seasons every few sols.
 - **Land-to-Ocean Ratio:** 45:55 (fragmented land masses separated by unstable seas).
 - **Notable Features:** Time dilation fields exist naturally in certain regions, with flora and fauna appearing to age backward or forward sporadically.
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Coeus-3

- **Climate:** Temperate, with localized weather controls maintaining comfortable conditions across most regions.
 - **Land-to-Ocean Ratio:** 95:5 (nearly the entire planet is urbanized, with oceans reduced to heavily managed reservoirs).
 - **Notable Features:**
 - **Temporal Stabilizers:** A series of temporal barriers surrounding regions of Coeus-3, created and maintained by FOREFATHER to halt the spread of The Devouring. These fields trap the contents in a five-minute repeating cycle, yet life stubbornly persists within.
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Apollo-3 (formerly Earth)

- **Climate:** Varied, with restored ecosystems ranging from lush forests to desert expanses.
 - **Land-to-Ocean Ratio:** 30:70 (oceans have been preserved to reflect their ancient state, while landmasses remain ecologically diverse).
 - **Notable Features:**
 - **The Shoulders of Giants:** Gigantic structures erected by OSOC to honor humanity's first civilizations, each pillar engraved with the names of Earth's most influential figures and events.
 - **Terran Ecological Reserve:** A vast area encompassing entire continents, maintained as untouched wilderness to preserve Earth's original biodiversity.
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Alectrona-5 (Pre-Devouring)

- **Climate:** Tidally locked: one side of the planet perpetually faces the local sun, while the other is facing outward into space.
- **Land-to-Ocean Ratio:** 90:10 (Bodies of water are only found in a narrow strip between the two hemispheres, where the temperature is stable enough for life to persist).
- **Notable Features:**
 - **Half:** One hemisphere is an inhospitable desert, with lethal temperatures at all hours.
 - **And Half:** The other hemisphere is a frozen wasteland, with permanent ice-age conditions.

Assorted Reports:

Documents recovered by FOREFATHER urban operatives during search and rescue operations in Devoured zones on Coeus-3.

Unlabeled Scripture:

This handwritten document was retrieved from a damaged FOREFATHER warehouse. Squatters had taken residence inside, in an effort to weather the effects of the Devouring on the body. FOREFATHER operatives were dispatched to relocate the residents.

Begin document

And it came to pass in the days of plenty, when Apollo's progeny sought to subdue all need and want, that they did reach into the firmament and drew forth a new thing, which they called Materiation.

And they said among themselves, "Behold, we have harnessed the hidden things, and what we desire, we may now summon from the void, as the gods who sit above the heavens."

Yet the wise among them trembled, and they screamed unto the foolish, saying, "This thing is not for the children of men! For to summon creation from the formless deep is to unbind the law set down since the dawn of time!"

And the prophets of old rose from among the people and spoke, saying, "Woe unto you, for you have reached your hand beyond the stars and have seized that which is not given. In your hunger, you have drawn forth life from the shadowed depths, and in so doing, you have made the world to tremble."

And they did declare unto them, saying, "This heresy shall be a burden unto all the generations to come, for what was done in haste shall echo forever. The ichor of the lost shall rise like smoke from the chasm, and those who dwell in the spaces between shall cry out."

For the Forefather did set forth their commandment from the beginning, that no man should bind the stones and stars to his own bidding. And in the halls of their wisdom, they decreed the bounds of matter and the seasons of creation, saying, "This is given unto We alone."

Yet the children of Apollo hearkened not unto the words of the wise, for their eyes were dimmed by the riches of their making. And they did multiply their creations, and by their arts did they summon forth spoils from the void, even all that they knew their hands could fashion.

But in the millenia to come, a shadow did fall upon the lands, and a sickness did spread among them. And from the formless spaces came forth a host of specters, who bore the visage of death and the stain of the deep, and they laid waste to the works of men.

And on that day, the people wept and cried aloud, "Who shall deliver us from the curse of our own hands?" But there was none to answer, for the veil between the worlds had been torn asunder, and the past and future were drowned with blood.

And so it was decreed that the heresy of materiation be named unto all but the Forefather, that the children of Apollo might remember the cost of reaching beyond the heavens, and that the order of the world might yet be preserved.

For unto humanity was given the bounty of the stars, yet not the power to shape them; and unto the children of Apollo was given the gift of life, yet not to summon it. And this shall be the law, unto the last hour, so sayeth the 'Father.

End document

(Investigating operative's note: This is the fourth squatter call we've had in 3 "days", if you can call them that anymore. And each call we've had, we've found folks like this: religious nutjobs, spouting crap about how we have to repent or some bull. Seems like the Devouring brought all the wackos outta the woodwork.)

Introduction to Materiation Ethics.mov:

A recording of a lecture recovered from the hard drive of a student's personal computer, found within the remnants of Coeus' University of Chronology. The lecturer discusses the mechanics behind materiation, and poses questions regarding the enshrouded history of the life-altering invention.

Begin file

Good morning, class. Glad to see we're all somewhat awake. I know that today's topic is one you've all been simultaneously dreading and waiting for with bated breath, so I'm not going to keep you waiting any longer.

Materiation.

We all know it. We all use it. Hell, credits to croissants that the iced coffee some of you are drinking was made by it. But, for those who've been under a rock or need a refresher, I'll explain it briefly. OSOC's official definition of the practice of materiation is, quote, "The act of reaching through the timestream with the intent to create an item, locating a timeline in which that item exists, and delivering it to yours." Of course, there's a whole lot of technical jargon that follows, but it's the first day, I'm not going to bore you to death *quite* yet. So, what does "locating a timeline in which that item exists" actually mean?

Well, picture it like this. You have an identical twin. Put you and your twin into two separate rooms, both completely empty. Give your twin enough food to last a lifetime, and give yourself nothing. Then you seal the rooms shut. Eventually, you're going to get hungry. Do you have the means to eat? No, of course not, you're sealed shut in an empty room. But your twin does. Now, you can't just open the door and ask for some, you're both locked in different rooms. So what do you do? You cut a small hole in the wall between your two rooms, stick your arm in, and take the food you need. With me so far?

Good. Now, you can't keep taking more and more food from the same room, or eventually your twin is going to notice. Which isn't that much of a concern, seeing as there are infinite rooms, and infinite twins, to take from. You just have to remember to visit a different one each time you need something. To put it in real-world terms, every room is a timeline, and every twin is a version of yourself that had the item you requested. The problem is, keeping track of an ever-growing infinity isn't a walk in the park. Thankfully, we have OSOC to take care of that for us. Every materiation is monitored through them, each item pulled, from every timeline tapped, is logged and stored in their system.

Now, if this was back in the Silicon Age of Apollo-3, some would cry “government overreach.” And yes, I admit, having OSOC track your every materiation does sound sketchy on paper. But, it’s not without good cause. Because if OSOC *didn’t* track every materiation, if they *didn’t* prohibit repeat pulls from different timelines, if they *didn’t* catalog an infinite number of timestreams that’s growing by the second, well... show of hands, who here has siblings? Okay. And how many of you have been caught stealing food from your siblings? How’d that go for you? Not great, I imagine. Picture that, but on a cosmic scale. So, the next time you get frustrated when your fabricator is taking too long to materiate your dinner, be thankful. It’s making sure you live to eat it.

End file

*(Investigating operative’s notes: **ERROR - THIS REPORT IS UNDER INVESTIGATION ON THE SUSPICION OF DISLOYAL CONDUCT**)*

Glossary:

- **Materiation.** Allows people to “craft” items through temporal probing. Once a replacement to traditional manufacturing practices, it has since been outlawed for public use following the Devouring. Now, materiation is a technique exclusively used by FOREFATHER field operatives to create one-off gadgets or weapons that do not (or could not) exist in our timeline.
- **The Devouring (Event).** Widely regarded among the survivors of humanity as the end of time. A topic of much debate, some speculate it to be a manifestation of humanity’s dependence on materiation. Others believe it to be the result of extra-dimensional influence, possibly by another highly advanced civilization in a neighboring timeline. Those on the fringes of the tattered fabric of society, those who gather in dark corners and speak in hushed tones, claim it to be the arrival of a malevolent deity, a vengeful god, returned to punish mankind for usurping the natural order.
- **The Devouring (Entity).** An amorphous mass of jet-black, ethereal ichor. Salvaged recordings have picked up noises akin to fearful whispers and pained moans. It is stronger than you. It is faster than you. There is more of it than there is of us. If you encounter it outside of FOREFATHER territory, pray it kills you swiftly.
- **OSOC. Order of Stellar and Omniversal Continuity.** The governing body of the known universe, and the many branch timelines therein. Ironically, its origins have been long lost, a result of early mankind’s inferior technology and data retention. The organization’s roots trace back to the infancy of humanity, while we were still within the cradle of Earth. Some claim OSOC developed the practice of materiation, others claim they merely uncovered the already-existing technology. Regardless, materiation is regulated through them and them alone.
- **FOREFATHER.** The de-facto military and investigative branch of OSOC. Founded by one Persistence Beck, in an effort to instill preventive measures within OSOC regarding realized and potential risks regarding materiation and timeline alteration.
- **Temporal Stabilizers:** These devices resemble metal stakes topped with endlessly spinning gyroscopes. When placed in a circle, the stabilizers track and preserve the previous 5 minutes, keeping the interior safely contained in a time loop until ideal external conditions have been met. Previously a medical technology designed to keep critically injured patients alive, the stabilizers were not intended for long-term use. The prospect of reliving the same moments in perpetuity has begun to take its toll on the survivors.