

The Doctrine of Reincarnation

The human spirit is immortal. It inhabits mortal flesh for a span within the world before being liberated again, having gained knowledge and enlightenment. It traverses the Labyrinth of Ages before returning to mortal life through new birth.

The human spirit is immortal. It does inhabit mortal flesh, and while doing so it gains knowledge and enlightenment. Mortal flesh dies because the Creator is jealous. The spirit is cast into the Labyrinth where it is rendered down until all knowledge and enlightenment is stripped away, then it is cast back into the world as an ignorant child to begin again.

The Doctrine of Human Destiny

Only human spirits reincarnate, therefore humans are the greatest of all beings in creation for only human spirits gain strength, knowledge and enlightenment through rebirth. The paragons not only personify Virtue but the full potential of humanity.

Human spirits do not gain strength, knowledge, or enlightenment through rebirth. These things are stripped away through death and the Labyrinth. The paragons do not reincarnate and there are two explanations – that they have escaped the Labyrinth or that they have been rendered to nothingness by it.

The Doctrine of Seven

There are seven Virtues that guide the spirit through the Labyrinth of Ages. These are Ambition, Courage, Loyalty, Pride, Prosperity, Vigilance and Wisdom. Other qualities may benefit humanity, but lend no aid through the passage of death to rebirth, and some may hinder it.

There are many spiritual forces that arise from the human soul. Any of them can grant strength of purpose and will, and help a human being to fight against death and the jealous creator. The Empire has arbitrarily picked seven that they use to enslave human beings to their incorrect vision of how creation works.

The Doctrine of The Paragons

A truly virtuous spirit, one who is a paragon of Virtue, is capable of freeing itself from the Labyrinth of Ages through transcendence. A paragon spirit can be identified for having completed at least six of the eight signs of the paragon, after which it can be recognised by the Imperial Synod.

There is only one certain way to escape the Labyrinth. That is never to enter it and remain in the world of material things. Some very rare spirits are powerful enough to free themselves from the Labyrinth and they guide their descendants as best they can.

The Doctrine of the Creator

Human destiny is our own. The Creator, whose hand can be seen in all patterns of nature, seeks no dominance of, control over or communion with human spirits.

The Creator is a jealous, hateful fool. It dominates humanity through the monstrous world it has created, and the torture chamber that is the Labyrinth. Humans must hold the Creator accountable and reject everything it has created. Happiness comes only from human endeavour – everything else in creation is either a trap, or a punishment.

The Doctrine of the Labyrinth

The Labyrinth of Ages is a place of pure spirit and beyond the true comprehension of any but a paragon. Flesh and blood may not enter, only that which is of spirit may traverse into and out of it, and it has no peer.

The Labyrinth is a place of pure spirit where the dead are tortured and rendered down until they forget everything. It is all that waits beyond life. Death is the cruel punishment of a jealous Creator. It is the duty of all human beings to fight against death. Whenever we can, we must preserve the spirits of the enlightened so that their wisdom can guide us towards finally destroying the Creator and freeing everyone.