



REVELATIONS OF GLAAKI
VOLUME IV: OF THE SECRETS BEHIND THE STARS
(Matterhorn Press)

This is the fourth volume of the 1865 edition of the *Revelations of Glaaki* was published by the Matterhorn Press of Highgate in London. Quarto-sized and bound in soft black leather, it has a colophon embossed on the front cover depicting some alien starscape of unfamiliar constellations.

Of the Secrets Behind the Stars appears to be a bizarre mixture of scientific (or perhaps pseudo-scientific) equations and technical schematics, combined with a supposed catalogue of “estranged stars”, “foreign worlds”, and “extrinsic planes”. It is, however, difficult to tease much definite meaning from the text, for it skips freely from one subject to the next. It transitions topics in the middle of paragraphs or, in many cases, sentences. The author sometimes seems to pivot their thoughts on the basis of a single word, and in other cases they simply begin speaking of something else as if they had been doing so all along. (But in some cases, a sufficient study of the text will reveal that these sudden changes of topic are not, in fact, changes at all, but rather natural developments along orthogonal lines of thought.)

...on Yuggoth and on Tond, they gave to Daoloth the name of Render. Render of Veils. Revealer and reveler of souls. His priests see not only the past and the future, but how objects extend into the last dimension and form their broken symmetries.

One particular topic found scattered throughout the text are the “Daoloth Wars”. According to the author, the great and god-like figure of Glaaki “waged ceaseless and eternal war as watchword against the Render of Veils”. The specifics of this war are difficult to discern, for the text is studded with a variety of terms and labels that may refer to classes of soldiers or weapons or defenses or systems of thought, but could also refer to alien geographies (or even unearthly topographical types). It seems to take place simultaneously in many different places, but also in those places across vast gulfs of time: There are references to the “multifaceted fields of Tond” and the “stygian blood pits of Yuggoth” (which is elsewhere described as a “trans-Neptunian giant whose blade cleaves the sky above humanity as unseen guardian”), but also to the “secret halls of Karnak”:

...there dwelt the Priests of Sebek, hallowed be the green-gleamed mirror they hold to us, gloried by their mastery of the angles of Tagh-Clatur, and long may they fight the astrologer-priests of Daoloth.

The wars against the Render of Veils are not the only journeys ascribed to Glaaki. In fact, the phrase “he journeyed through the gulf” is a repeated motif which appears to bear both literal and metaphorical meaning. (And while “gulf” often seems to refer to the “space between the stars”, there are also intimations of temporal or pan-dimensional shifts.)

Glaaki’s arrival on Earth is particularly confusing through the fractured lens of the text. A common theme seems to be the “cometary city” which bore Glaaki hence, although in some places it is referred to as having come from Earth or the Sun or perhaps the outer planets (the phrase “funereal return unto its home” is used in one place). In one case, Glaaki “comes as a meteor, blazing through the skies and minds of men” before coming to rest in a vast wilderness where “Marcus Laughton, the science man of Londonium’s heir” stood as “first witness” to the “ruination it had wrought”. But in other passages the comet/meteor has always “rested in the bosom of her mother Earth” as “the thing which never-left its leaving”.

All of this material is interlaced with myriad, primitive star charts, which are themselves intermixed with calculations and equations submitting them to various analyses (the most coherent of which appear to be an effort to determine when the stars will “return to alignment”). There are also technical diagrams and the like, although these are rendered practically useless by the frequent use of unknown units of measurements, bizarrely named elements (only a few of which can be properly correlated to proper scientific terminology), and the reliance on unspoken techniques of rarefaction and enrichment which remain undetailed.

Perhaps of more interest is the “key to the stars and realms unbounded by the stars”, which appears to be more purely ritualistic in nature.

BENEFITS OF SKIMMING

- 2 dedicated pool points for Astronomy related to the Mythos

BENEFITS OF PORING OVER

- Cthulhu Mythos +1
- 1 dedicated pool points for Occult or Cthulhu Mythos, but using it triggers 1-point Mythos Stability test (delving into the book is disquieting; comprehending it requires a certain bending of the thoughts)
- 2 dedicated pool points for Occult or Cthulhu Mythos related to Glaaki, but using it triggers a 1-point Mythos Stability test
- Ability to cast Create Hyperspace Gate

CREATE HYPERSPACE GATE

Creates a gate joining two points through hyperspace. The caster must have seen the destination point, if only in a dream, vision, or depiction. This spell requires some sort of drawn, painted, or chalked marks. Using an already created gate costs 1 Stability, in addition to any costs for the sights or threats at the destination.

The destination need not be in the four-dimensional universe of conventional space-time; this spell allows travel to other dimensions, planes, and pocket universes, but only with a guide or guiding vision.

Stability Test Difficulty: 5 (4 with Physics, 3 with a Physics spend)

Cost: 2 Stability or 4 Health, doubled per increment of distance (continental, global, interplanetary, interstellar, intergalactic). Interplanar gate counts as interstellar, unless at a point where the plane is tangent to Earth (where it counts as global). For each 4 Health points spent from the caster’s pool, lose 1 point from Health *rating*.

Time: 1 hour (10 minutes with Physics, 1 minute with a Physics spend)