

# THINKING ABOUT A VISIT TO EOX?



**Her Excellency, The Rt.  
Hon. Laska Rorvegn**

*You're not alone. Commerce, scholarship, pilgrimage, a desire to slip the shackles of "normal" mortal life, and a simple sense of curiosity and wonder: these things all bring countless thousands of people to Eox every year.*

*Greetings, fellow sentients. My name is Laska Rorvegn. You have probably not heard of me as Chief Researcher of Intersapient immortuate Dynamics for the Convocation of Sages, and have probably also not heard of me as our fine planet's General Advisor on Tourism and Trade, but I have worn both hats in my time.*

*As such, I feel a responsibility to clarify some of the myths and rumours that surround our beloved and majestic planet Eox as a travel destination. I take up this task with pleasure, and I hope you find my insights valuable. Remember always that in the venerable Elebrian tongue, the word "Eox"*

*ultimately means "welcome," and I am confident you will feel welcome among us.*

## THE NOBLE PLANET OF EOX: MYTH VS. FACT

### **Myth #1. Eox is a Planet of Undead.**

**Fact:** "Undead" is a crude term that doesn't capture the true nature of our planet's signature triumph. Here on Eox we prefer "immortuate." *Not "immortal," mind you,* for nothing in the universe is truly immortal, not even stars and Gods. But "immortuate" in that we have discovered that there are frontiers of sapient existence not only beyond the parameters of cis-biological life, but that such frontiers can be explored – to the benefit of all – even by formerly-biological sapients whose conscious endeavours would otherwise be interrupted by death. The civilization of Eox *is* that exploration, and our knowledge and spirit of perseverance has been a core strength of our beloved Pact Worlds for centuries. We welcome all to join us and discover what our unique ways have to offer the galaxy.

### **Myth #2. The immortuate Citizens of Eox feel antipathy toward the living.**

**Fact:** Unfortunately, no society, living or unliving, is entirely immune to bigotry. We are no different, and it cannot be denied that Eoxians exist who look down on those they refer to as "breathers," any more than it can be denied that there are those among the cis-biological who look down on the immortuate as "abominations."

Nevertheless, the prevailing standard on Eox is tolerance, and the vast bulk of our citizenry values our ties to biological life while being willing to overlook its imperfections. Find it in yourself to reciprocate that tolerance and you will find that by this route, great possibilities lie open for all our peoples, waiting to be seized.

### **Myth #3. Eox is a blasted hellscape unsafe for the living.**

**Fact:** This is really two myths in one.

First, it is a myth that a largely-lifeless planet is necessarily unattractive: in fact, a planet that is largely post-biological can be every bit as beautiful as one that is cis-biologically-positive or even pre-biological. In all cases, beauty can be fully seen by an open mind and for its citizens, Eox holds an austere wonder unrivalled in the Pact Worlds. When you see the vast aurorae produced by cosmic rays playing across the remainder of our atmosphere, or witness the fiery beauty of the Pyre or the majestic spectacle of Remembrance Rock, we think you'll agree.

Second, it is a myth that Eox's surface is statistically more unsafe for sapient life than the verdant wilds of Castrovel or the vast ice and heat deserts of Verces or the mighty machine cities of Aballon. As with any planet, you will find that the safest possible experience comes from taking the right precautions and practising proper respect of local authority.

We even maintain a Life Line in a significant portion of our Eastern Hemisphere specifically for the purpose of further enhancing these standards of safety for all. It should be noted without criticism, but as a simple fact, that no known cis-biological society goes to such lengths to accommodate the immortuate.

### **Myth #4. immortuates prey upon cis-biological life.**

**Fact:** In ancient times prior to the perfection of immortuacy, immortuates were freak and uncontrolled occurrences on the fringes of living society or the creations of power-mad malcontents. In those times it must be frankly admitted that this *was* true. Just as the cis-biologicals of primitive times *were* once almost universally violent, savage and intolerant even of each other.

Fortunately, we've all come a long way together. Do many Eoxian citizens subsist on the blood, flesh or life energy of biological beings? Of course. It's simply our place in the food chain. But we've long had the means to ensure that such arrangements are consensual, sustainable and within the norms of interplanetary law, or are perpetrated *only* upon non-conscious cloned matter and constructs who are in no way inconvenienced by it. For the vast majority of modern immortuates, feeding upon the unwilling is simply inconceivable. The bad old days of the past are just that: past.

**Myth #5. The immortal lifestyle does not appeal to cis-biological peoples.**

**Fact:** Thousands of pilgrims from species across the Pact Worlds and beyond journey to Eox every year in search of wisdom on the practise of immortality, and many remain and seek to become immortal themselves. Eox welcomes all such seekers with open arms and some have risen high in society. I should know: I was, and am, one of them.

**Myth #6. There are no living Elebrians.**

**Fact:** Elebrians, the original inhabitants of Eox, are largely immortal today, but living Elebrians continue to exist and contribute fresh perspectives to our society. Elebrians today are rarely cis-biological – which is to say, almost all see immortality as a goal to be attained when their biological journey is done – but they are very much warm flesh and blood, just as a significant plurality of those reading this are.

**Myth #7. The Bone Sages are tyrannical controllers of the immortal public.**

**Fact:** To be called a Bone Sage on Eox is to be revered for a vast wisdom that saved an entire civilization from the abyss of death. Accordingly, the Sages command a respect that governments on other planets cannot hope to match. This is not a question of tyranny, but of affectionate regard, and 99.8% of Eoxian immortals poll consistently as being either “satisfied” or “very satisfied” with their system of government.

**Myth #8. Approval rates in Eoxian polls are giveaways of authoritarian rule.**

**Fact:** Come on, now you're just being cynical. Most sapient humanoids report loving ice cream, and *that* surely has nothing to do with authoritarian rule.

**Myth #9. The infamous Corpse Fleet still has sympathisers on Eox.**

**Fact:** The Convocation outlawed the renegade Corpse Fleet and its so-called ideals of “undead supremacy” centuries ago, and has in fact *led* the Pact Worlds community in fighting the Corpse Fleet threat ever since. We are a free society and yes, there are a handful of dissenters to this choice in a few Necropoleis, but ultimately they're the exception that proves the rule.

*I hope this survey of the nine biggest myths about Eox has proven educational for you. You can find full statistics, supporting studies, and summaries of must-see sights and business opportunities at [go-eox.ag317.px](http://go-eox.ag317.px).*

***Eox is the immortal answer to a mortally dangerous universe.***

***Don't let myths get in the way of seeing this singular achievement for yourself.***

***Book your visit to Eox today!***