Dominus Treseru

in Individuation Theory

and Fourth Domains of the Psyche





Ferfeka / Tenhauser Gate **Tendentious** Matrix

another civilisation? The Ferfeka is your first fleeting meeting with the Progenitors – Gaia, or the remnants of the collective unconscious of the rest o sentient life on our real-world Earth that existed prior to humanity's split

Type XIII / ISTP chronoteleios

Famosa / Hiigara **Garden** Matrix 249th to 256th sides of the psyche

What has happened to your homeworld in the years, decades, centuries and/or millennia that you have been gone What has grown, and what has lourished? Welcome home - pra fing, bos ja birah.

ISTRENCHI

BINOBU

SHILMUL

FAMOSA TRINGUNDU



Sighing Matrix

Shilmul / Bridge of Sighs

ou're almost home, but your own

defences as you left them long ago will

not let you through – that's why they'r such good defences! You must crack

your own code, and demonstrate to

yourself that you are ready to return to

the centre of your inner world.





Type VII / ESTJ tetrakairo

-1st to 208th sides of the psyche

23RD

Bara Peskis / Research Station **Superlative** Matrix

What exactly did you find in the Anomalous Matrix? It's time to unpack its secrets in the Superlative Matrix, a research outpost perched on the edge of projection and trauma that will allow

you to better study what exactly has

een happening to you, and why.

26TH



BARA PESKIS BINSEIDU

Caducean Matrix

177th to 184th sides of the psych

Shamansaja / Garden of Kadesh

The void can be terrifying, but luckily

you have found a refuge, a new place to

rest and recharge - a nebula, hidden in

the inner galactic void from prying eyes

and unfriendly intrusions. There may be

inhabitants here, too, however – wha will you do about them and their magic

Rebellious Matrix

What lies at the heart of your psyche? Is a black hole? A wormhole? A yperspace gate? A portal to anothe galaxy, or even another galaxy? What makes you you, and how do you decide How will you rebel against the real world, and bring out the one within?

ZILFERTU

TISAGER

Tisager / Galactic Core

BINOINDU

28TH

29TH

Type VI / INFP tetrateleios

Istrenchi / Karos Graveyard **Shining** Matrix

Lots of things swirl around the Galactic Core: whether black hole or sun, the core has a magnetic effect that attracts all sorts of flotsam and jetsam to it What will you do with all this detritus Surely among all of it are gems and reasures – a weapon, a power, a hope

31ST

30TH

Galmang / Chapel Perilous **Perilous** Matrix 241st to 248th sides of the psyche

The Homeworld is in view, but before you get home, you need to ensure that nothing lies in wait for you after being away so long. Is there anything on the Angel Moon of your perilous matrix anything that either you or someon

STAKAMANTI BINGUNDU



Type XIV / INTP interteleios

22ND

Korsalumera / Mothership **Kindling** Matrix

You have your clues, your data, and your pathway home. It's time to journey into the farther reaches of your inner universe; to do this, you will need an inner fleet of explorers, led by your nner Mothership as its beating heart soul, body and mind: the Korsalumera.

19TH

Type V / ISFP urteleios

Stakamanti / Diamond Shoals

You're on your own, Fleet! This is the

last matrix before the open void, and

usually comes into play when one

experiences the death of a respected

elder, friend, relative or mentor. Grief

and sorrow accompany the leave-taking,

but so does a shouldering - a taking on

Shouldering Matrix

21ST

PORTARODA BINGUADU

kung Kwatandu di Saiki A Map of the Third

Type XII / ENFP urid

Portaroda / Great Wastelands **Waypoint** Matrix

Also waiting for you in the asteroid beli are the remnants of other people projections, ideas, values and though easily a threat, yes, but also a valuable new crew that could help your Fleet expand. How will you negotiate with ese new additions? Friend or foe?

Type VIII / ENTJ urkairos



Zilfertu / Ghost Ship **Anomalous** Matrix

ourney back to yourself . What lies

And after the secret star, another longforgotten entity – a lighthouse, a previously unknown beacon on the within this station, however? Who or what is waiting for you? Is it a fight or a friend that will emerge:

Domínus Hap

Homeland Domain of the Psyche

Represented alethionavigationally using the latter eight levels of Homeworld (1999)



Kortimru / Khar-Toba **Tableau** Matrix 129th to 136th sides of the psyche

You've dealt with the apocalyptic Reaping Matrix, and believe your journey is at an end. Is it? Your inner satellites have detected an object underneath the sands of your inner great desert; will you investigate? And what will you find in the First City?

KORSALUMERA DISNOBU



STRELSTENG

Strelsteng / Great Wastelands **Rejuvenating** Matrix 153rd to 160th sides of the psyche

Your Mothership and its attendant Fleet have set off for home, deep within your inner world. Before you can get any further, however, you need to stock up on resources and fuel to power your long journey out into your inner galaxy. What has come back to support you?

24TH

Jardion / Cathedral of Kadesh **Categorising** Matrix

A secret star! However long this pulsar or quasar has been here is very hard for your alethionavigational team to say One thing is for sure, though -once you've integrated it, there is no goin back from the deeper and fuller awareness of trauma it brings.

8 Tempra di Saiki = 1 Banda di Saiki 8 Banda di Saiki = 1 Matris di Saiki 8 Matris di Saiki = 1 Dominus di Saiki

> 8 functions = 1 side 8 sides = 1 matrix

8 matrices = 1 domain



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Type XVI / INFJ interego 18TH **SELAYANSA** DISOINDU

KORTIMRU

DISETRU

Selayansa / Khar-Selim
Salvaging Matrix
137th to 144th sides of the psyche
of did you end up out here, in the touter rim of your inner galaxy? It ains difficult to say, but the aging Matrix will help you pick to be trails and remnants that others. How did you end up out here, in the great outer rim of your inner galaxy? It remains difficult to say, but the Salvaging Matrix will help you pick up on the trails and remnants that others projections and persuasions have left in vour psyche. Salvage target acquired!

Dominus Tal

Charismatic Domain of the Psyche

Represented alethionavigationally using the first eight levels of Homeworld (1999)

la fazeh di <mark>Kevin Martens Wong</mark> Omimerliang di Pedra Draku