

# Dheghōm

## Matter 11

### Summary

The Fraternity of Philosophers

Account by:	Unknown.
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Location:	Strasbourg, France.
Event:	24 Jun 1984.
Report:	24 Jun 1984.
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### Report

4049 2

9:30

Fisherman

"Stories"

~~Pretentious title

Signs the gods are returning. Fomenting war is working?

No. Current wars in Middle East, Africa, Southeast Asia – why no gods interested

Only attracted by big wars? How big is big? Where were they in 4010?

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~~ Indeed...

Waiting for a bigger war? Nuclear weapons –  
catastrophic!

Aim is to protect human life, not to end it

~~ Good point

Hypothesis that disorder attracts gods has failed –  
for 1,300 years

Hypothesis that war creates greater disorder is  
true

~~ Wars can also end disorder

Greater disorder [is] not attracting gods. No  
disorder is attracting gods

Wasted our efforts for 1,500 years

Gods not returning for war – not returning for  
disorder

Returning for what disorder creates – drama, story

~~ Really?

Gods are similar to us

We dislike war, dislike disorder. We like story

~~ Depends on the story

When gods visited – heroes, adventures, demigods

Iliad: drama isn't the war, it's the people

~~ True

Not extrinsic disorder, intrinsic disorder

~~ ?

Gods [have] conflicting goals, conflicting desires.

Disorder interferes with these

They don't want to visit to stop us fighting, they  
want to visit to enjoy [them]selves

## Dheghōm

[The] only disorder they care about is created by  
other gods  
~~ Possible, speculative

Need to abandon resolution of 52<sup>nd</sup>  
~~ 78<sup>th</sup>, definitely

Need new hypothesis: gods want story  
If we provide story, they will come  
~~ Maybe we're irrelevant?

World [will] once more be meaningful to them –  
[they] won't choose to end it  
Perhaps gods always visited, didn't stay because  
nothing to do  
~~ No evidence

### Questions & Answers

Seamstress: How do we create story for the gods?  
~~ Yes!

Fisherman: Make lives of individuals meaningful to  
the gods, so [gods] feel invested in them.  
Create problems a hero could solve

Seamstress: What if they can't solve them? People  
die?

Fisherman: No, [we] solve them ourselves, plan  
journeys for gods to follow

Shepherd: What if stories conflict? 2 groups can  
work on 2 wars independently, but 2  
independent stories might clash  
~~ Good point

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Fisherman: Hadn't thought of that – [we] may need to communicate more

Shepherd: Dangerous?

Fisherman: Yes

~~ Very!

Have to be careful – world already becoming more dangerous, technology moving quickly, need to work to protect ourselves

This conference paid for in cash. Ten years from now?

Cash might arouse suspicions, computers track everything – false identities harder to create

Separate issue, though – can discuss another time  
~~ When? 82<sup>nd</sup>?

Shepherd: Form a working party?

Fisherman: Organise it!

Potter: How to advertise stories to gods?

Fisherman: Good question! Identify gods first then scatter stories

~~ How?

Potter: By time we notice gods they've left

~~ Exactly

Fisherman: So far, yes, but technology on our side here – can expect to get better at detecting & at knowing where they'll appear

Hunter: Gods are currently coming – maybe to stop humanity destroying itself? If so, we should instigate wars for them to stop

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Fisherman: If we're wrong? If gods fail?  
Destruction of what we're trying to save  
~~ Yes, more wars untenable

Carpenter: In 4,000 years, never identified a god  
until too late  
If we find one, why give story? Why not ask the  
god what gods want?  
~~ Great question!

Fisherman: Wouldn't be authentic

Carpenter: They might not care

Fisherman: We don't know that

Carpenter: Ask what they don't want? If answer is  
"war", there you are

Fisherman: Could work – need to approach  
[subject] carefully, should think about it  
~~ When?

Seamstress: If gods [are] returning anyway, why do  
anything?

Fisherman: It may be one last [unreadable] – even  
if not, isn't creating stories harmless?  
~~ Depends on the story...

Less harmful than more war

Weaver: [I] agree fomenting war is counter-  
productive

Why switch to stories? After millennia of no gods,  
now have gods – why risk experiment?

Need more data  
~~ Definitely!

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Should watch these gods, find out everything we  
can – can't squander this chance

Fisherman: Agree we should gather information –  
it's a Founding Article

Doesn't mean can't try something else too –  
especially if harmless

~~ We don't know it will be!

Weaver: Not all stories have happy endings

Fisherman: Have to ensure ours do

~~ It's not *our* stories that are important, it's *their*  
stories. [The] idea that gods aren't attracted by war  
is solid, but stories? Vote this one down

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## Notes

Over the weekend 23-24 Jun 1984, a small  
conference took place in the Hôtel Monopole  
Métropole in Strasbourg, organised by a group  
calling itself the Fraternity of Philosophers  
(*Bruderschaft der Philosophen*). The names of all  
attendees and of the group itself were subsequent-  
ly found to be false.

After room 21 had been vacated, these handwritten  
notes were discovered apparently mislaid among a  
small pile of newspapers and tourist information  
leaflets that its occupant had left for disposal.

## **Dheghōm**

The notes were retained by the room's house-keeper, Lisette Charbonneau, because they were written in Latin; Mlle Charbonneau was at the time a student at the Latin Institute of the University of Strasbourg.

Translated from the Latin by Lisette Charbonneau,  
July 1984.