

STARGODS™

A Feudal Space Fantasy by Dean Zachary

*'Songs we have that tell of these things, but we are forgetting them,
teaching them only to children, as a careless custom.
And now the songs have come down among us out of strange places,
and walk visible under the sun.'*

*J. R. R. Tolkien
The Lord of the Rings*

IN A NUTSHELL

IS THIS 'STAR WARS' MEETS 'THE ODYSSEY' OR 'HENRY V' IN SPACE?

'Stargods' is a multi-faceted, diversified property conceived and executed as a unique blend of mythology and technology. In the 'Stargods' universe, the various cultural pantheons of Earth's ancient myths and legends were inspired by extraterrestrial conquerors that visited our planet eons ago. Primitive humanity perceived their celestial super science as divine magic and integrated these aliens into fanciful explanations of natural phenomena. The Stargods' own agenda of colonial expansion was complicated by civil war fueled by internal racial strife among their self proclaimed Throne Worlds.

The extent of the Stargods' early interventions or indiscretions in human primitive affairs remains shrouded in mystery, although tales of super humans became the standard in heroic epics. This cosmic heredity remains as a seed within the living descendents of these ancient heroes who walk among us as contemporaries. The return of the Stargods 'awakens' these dormant super powers transforming ordinary humans into 'Inheritors' with extraordinary abilities.

The Royal House of each indigenous alien race rules its Throne World as a global monarchy with all the courtly intrigue and political espionage of 16th Century Europe. In this time of galactic conquest, an ominous destructive evil carves its way through the Stargods' home worlds, threatening all life in its path. Seemingly unstoppable, this cosmic enemy forces the noblest warriors of the contentious aristocracies to join forces and return to Earth, where humanity holds the key to saving the universe...

WHAT'S THE SOUNDBYTE VERSION?

In essence, Stargods IS 'Star Wars' meets 'The Odyssey', with a multi-layered expanding source of characters and conflicts as diverse and entertaining as the worldwide cultures that originally created them. Mythology was always science fiction. The only thing that has changed is the definition of science.

WHAT COSMIC EVIL THREATENS THE GALAXY?

Anachron-Master of the Celestial Hunt

This life devouring space devil is a legend as old as the Throne Worlds themselves, still whispered in children's ghost stories among aliens from Royal House to peasant hovel. Carving a path of destruction through star systems, this mute relentless monster pilots the Midgard Serpent (snake eating its own tail) Ship, a vessel large enough to engulf a small moon that leaves death and devastation in its wake. When life forms

pass through the ship's circle, all life ceases, and even close proximity causes environmental disruptions or plague. According to legend, the arrival of this malevolent destroyer signifies the 'end of time' for the Stargods.

The noble Stargods, Athena, Ra and Thor, join forces to battle Anachron along with the heroic Inheritors on Earth: Dr. Marian Temple (Atalanta), Jason Argus (Jason and the Golden Fleece), John Gilead (Galahad), Val Campbell (Percival) and Nick Heracles (Hercules).

Fortunately, the legend also speaks of the Bow of Hercules, the bane of Anachron, as the only weapon that can slay this life slayer. It lies on a remote, half forgotten dust ball the Stargods visited long ago...Earth.

WHAT IS ALL THIS REALLY ABOUT?

The opening line is "Our common goal makes us a family." These heroes are not just battling the fear of the unknown (Anachron), they are fighting their own racial prejudice toward one another. Their racial hatreds must be conquered before they can vanquish the physical villain. Along with the message about the conquest of fear, the growth of the young hero Percival is the binding thread leading us through the entire trilogy. He represents innocence shaped and molded by the maturing process in the form of the conflicts raging around him. In the end, it is his love for his friends and his unshakable faith that saves the day. The story is about our universal family and faith when all seems lost.

WHO IS THE TARGET AUDIENCE?

Two interwoven plot lines support the Stargods' story. The first is the cosmic clash of the larger-than-life Stargods themselves. These mythical icons smashing at each other in bombastic fury appeal to a younger adolescent audience whose exposure to classical mythology is at least a peripheral part of their scholastic curriculum.

The second plot line is the more human gritty drama of the Earthbound Inheritors whose fight is internal as well as external as these celestial beings' galactic conflict forever alters their lives. The Inheritors struggle with accepting their legacies while coping with the human challenges of faith, courage and honor. This portion of the story appeals to a more sophisticated audience, college age and older.

WHAT HAPPENS IN THE STORY?

The first chapter in the Stargods trilogy is briefly encapsulated below and describes the general course of events in *Stargods I: Muse of Fire*. The Stargods Screen Summary explains the film adaptation in much greater detail and is available upon request.

STARGODS I 'Muse of Fire'

The Throne Worlds have always been at war, and the Royal Houses of each pantheon are locked in the ongoing struggle of colonization and conquest. A mysterious destructive intruder known as Anachron ravages the world of Olympia. Lady Athena appeals to the Pharaoh Ra and Thor of Asgard for a unifying truce to defend their galactic home worlds against this common enemy. On Earth, the Inheritors Jason Argus and John Gilead acquire supernatural powers as Dr. Marian Temple discovers the Bow of Hercules. Across the galaxy, Baron Mars ambushes Thor at the secret truce in the Delphi Nebula.

The truce is shattered as the villains, Set and Loki, join the treacherous Baron Mars in battle against the noble Stargods. The Oracle demands a duel between Thor and Mars that is interrupted by the destructive arrival of Anachron. Set attempts a psychic contact with the evil entity, discovering a weakness- the Bow of Hercules. On Earth, the Gray Ninja Legion led by Morgan LaFeyette steal the bow from Dr. Marian Temple. As Jason , Hercules, Percival join Marian in the chase after the thieves, the Oracle of Delphi speeds away from the dissolving nebula on a course for Earth.

The noble Stargods follow the Oracle to Earth, closely pursued by the evil Mars, Set and Loki. The Oracle reveals the secret of the Inheritors and the Bow of Hercules as the noble Stargods descend to Earth at Stonehenge. The heroes have followed Morgan and the Gray Ninja Legion to Stonehenge, which is also Anachron's destination. The stage is set for the final battle as the Royal Starfleets arrive to battle the evil villains before they can land on Earth. Anachron breaks through the barricade and lands at Stonehenge.

The Inheritors fight alongside the celestial Stargods in a fierce but costly struggle to defeat Anachron before he can use the magic of the Giant's Dance to gain even more power. Thor falls in battle after delivering the killing blow the Anachron. The mystical Phoenix rises from Thor's ashes and casts the disintegrating body of Anachron into space. His body fragments seem strangely alive...

AUTHOR'S NOTE:

Stargods II: Thunder, Lightning, or in Rain introduces the Asian world of Kamikan, the Japanese war god Hachiman, and the greatest archer in the world- Raiko. The story also involves Princess Isis and Olympia's sexy spy, Aphrodite. *Stargods III: Darkness Visible* concerns the vengeance of Kali the Destroyer, Mother of Anachron, and the Asgardian Balder-Thor's brother. Mordred appears in the final battle to face a seasoned Percival.