

Principia Discordia

OR HOW I FOUND GODDESS, AND WHAT
I DID TO HER WHEN I FOUND HER

Wherein is Explained
Absolutely Everything
Worth Knowing About
Absolutely Anything



THIS IS NOT A BOOK

Hail Eris! All Hail Discordia!

This little book is the bible of Discordianism . . . the worship of Eris, the goddess of Chaos. Many have said that the *Principia Discordia* is impossible to find. But if that's true, what are you looking at, a cabbage? First I must sprinkle you with fairy dust.

Question authority. All Discordians are prohibited from believing anything they read. Including this. Learn about The Law Of Fives, The Gospel According To Fred, The Epistle To The Paranoids, St. Gulik, The Sacred Chao, The Book of Uterus, The Curse of Greyface, and how to start your own Discordian cabal. Fnord.

This great "cult classic" originally appeared in 1965. This new edition was published by Steve Jackson, creator of the *Illuminati* game, as a tribute to the first Discordians. It adds 20 pages of new material, as revealed by Eris to her faithful worshipers when they probably should have been mowing the lawn or something.

**100%
DISCORDIAN
CATMA**

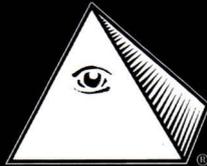
WARNING: This book contains subversive truths, absurd lies, guerrilla philosophy, and several very naughty words. Open mind before reading!

**EXPORT LICENSE
NOT REQUIRED**

- Q: Is Eris true?
- A: Everything is true.
- Q: Even false things?
- A: Even false things are true.
- Q: How can that be?
- A: I don't know, man. I didn't do it!

These questions and answers are false.

Written by Thinkers
Illustrated by Doers
Designed by Triers
Printed by Printers



Steve Jackson Games

ISBN 978-1-55634-320-9



9 781556 343209

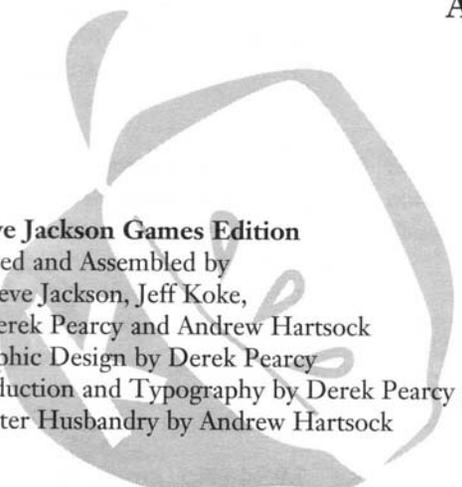
\$11.95 **SJG 3002**

Printed in the USA

Principia Discordia

OR "HOW I FOUND GODDESS, AND WHAT
I DID TO HER WHEN I FOUND HER"

Wherein is Explained Absolutely
Everything Worth Knowing About
Absolutely Anything



Steve Jackson Games Edition
Edited and Assembled by
Steve Jackson, Jeff Koke,
Derek Percy and Andrew Hartsock
Graphic Design by Derek Percy
Production and Typography by Derek Percy and Jeff Koke
Printer Husbandry by Andrew Hartsock

STEVE JACKSON GAMES

Principia Discordia

This edition of the *Principia Discordia* was published by Steve Jackson Games Incorporated, PO Box 18957, Austin, TX 78760. The all-seeing pyramid is a registered trademark of Steve Jackson Games Incorporated. Printed in the USA.

The Magnum Opiate of Malaclypse the Younger

The original *Principia Discordia* was written by . . . well, if you don't know, you're probably not cleared for it. Fnord.

Special Contributors to the SJ Games Edition, in hypothetical order:

Prince Chuang T. D'Zoo, DDT, MSG, H. Sapiens
Duke Euphoria De'Gryn
Dru'el the Chaotic
Andrew Hartsock
Steve Jackson
Tom Jennings
Jeff "No Nicknamer" Koke
Fred McCann
Michael McGarel
Pope Morvik, CCCP, KFC
Uncle Norm, the Indifferent
Jack Nutting
Derek "He Seemed Like Such a Quiet Boy" Percy
Will Pfeifer
Joe Pumilia
Reverend Shig, the Unspeakable
Jon Wiley
Michael X

. . . and probably a lot of other people the Illuminati has made you forget. Here's to you — hail Eris.

ENd of pretty type.

Principia Discordia is (K) 1994 No one.
All rights reversed. Beware of Sleestak!

6 7 8 9 10

INTRODUCTION

By Steve Jackson

I.

I love this book. I found a copy at a friend's house, years and years ago. I had to beg and grovel before he'd let me borrow it. He said he'd already lost four copies that way . . . I kept groveling, and I got the book, and lo, I was enlightened. And I didn't give it back until I had gotten a copy of my own. So there.

Then I read the *Illuminatus!* trilogy, which draws very heavily from *Principia Discordia*, and goes in all directions from there. (If you've read *Illuminatus!* but not *Principia*, you know nothing yet. Nothing.)

Then Dave Martin and I shared a couple of bottles of wine and babbled madly about an Illuminati game, and lo and behold I wrote it and he painted the cover, and it was pretty good, if I say so myself.

And so it all comes back to the *Principia*. Fnord.

II.

I really love this book. It's incredibly funny. Parts of it are incredibly stupid. But there's also a consistent, coherent philosophy here, and if enough people got it, got even a *clue* about it, the world would be a better place. And a lot more interesting, too.

Different pages speak to different people. The page that spoke to me was *The Curse of Greyface*:

"To choose order over disorder, or disorder over order, is to accept a trip composed of both the creative and destructive. But to choose the creative

over the destructive is an all-creative trip composed of both order and disorder."

III.

Think good thoughts about the people who helped put this book in your hands. Greg Hill (Malaclypse the Younger) and Kerry Thornley (Omar Khayyam Ravenhurst) were the ones who originally committed the *Principia*, and put it in the public domain so everybody could get in on the fun. Good on them.

Robert Shea — Eris rest his gentlemanly soul — and Robert Anton Wilson used a lot of *Principia* material in their *Illuminatus!* trilogy. When *Illuminatus!* became a cult classic, the Word of Eris spread wider and wider. (A lot of people still think the *Principia* is imaginary, and that Shea and Wilson just made up the quotes in their chapter headings. But then, a lot of people think the government is there to help you.)

And the people at Loompanics brought *Principia* back into print when nobody could find it at all. Good on them, too.

IV.

Still, this book is *too damned hard to find*. The Loompanics edition is still in print (so buy it). Kerry Thornley's IllumiNet Press¹ has an edition out, too (so buy it). But never, ever have I walked into a bookstore and found one on the shelf. Well, we're going to fix that.²

STUCK FOR AN ADVENTURE? NO PROBLEM.

**e23 sells high-quality game adventures
and supplements in PDF format.**

- Get complete sample adventures free for *GURPS*, *In Nomine*, and *Traveller*!
- PDFs from the major players in online publishing: Ronin Arts, Ken Hite, Atlas Games, and 01 Games.
- New gems from up-and-coming publishers, like Atomic Sock Monkey Press and Expeditious Retreat Press.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Original material for *Transhuman Space* and *In Nomine*, with new *GURPS* supplements from Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Buy it once, have it always. Download your purchases again whenever you need to.



Download ● Print ● Play

STEVE JACKSON GAMES

e23 is part of Warehouse 23, the online store at Steve Jackson Games.
Warehouse 23 is also the official Internet retailer for Atlas Games, Ninja Burger, and many other publishers.
Visit us today at www.warehouse23.com for all your game STUFF!