

The Lightbringer's Sigil Glossary

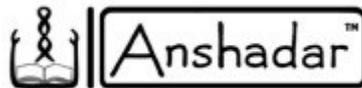
The EarthZero Evolution Book I

By Dave Newton and Todd King

EarthZero – Akashic Zen-Sidhe Annotations
(The Lightbringer's Sigil – Glossary)

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Published by Anshadar, LLC. 3645 South Truckee Way, Aurora CO 80013



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EarthZero – Akashic Zen-Sidhe Annotations

By Lucy Diamante

My personal clandestine notes regarding the current state
of the 144,000th Celestial Shaping of EarthZero

A quick note and reminder regarding Time and Flow in the EarthZero Simulation:

Example of Zen-Sidhe Chronometer Reading: eVo.143.999.mOd.112.sCe.11235812

- **Evolution (eVo):** A primary instantiation of a Celestial Shaping of the Ontopoietic Cosmogenesis Simulation. This started at 0, and has evolved up to 144,000.
- **Frame (fRa):** Typically unused and unlogged subjective frame of time within a scene.
- **Module (mOd):** A significant segment of an Evolution. Modules start at 0, then progress to 11, then to 112, etc. Modules may be nested in a set-subset hierarchy, as they are during the Zon T'Danu module, which is a submodule of the main module.
- **Scene (sCe):** A scene is a dense probability node in which critical simulation data occurs. Scenes start at 0.
- **Zero Time (zEt):** Not necessarily linear temporal perspective while in the Zero Time. It runs arbitrarily from 0. |*|

Aal: The home world of the Tuath Dé, the Fae, the first seeds planted in their own unique cosmic sub-simulation.

Aal Ball: An ancient Heka artifact of the Fae of Earth. It is a collective shapeshifting entity, the living superset of psychic traces of those souls with whom it has touched. The bad touch, of course. Its endless hypersexual activities over the aeons has driven it completely insane. And it's only gotten worse since Mercy and Vir'gil stole it from

Quan'Djin, the elder Atlantean Goddess of Love. Its name is a terribly gauche pun in Ancient Sidhe.

Abdulla Muhammad Sajwani: My poor apostate Abdulla. Apparently, he's another of my Chosen who failed to achieve a full Archetypal Template. Chalk another loss up to sheer chaos.

Abyssal Edge: Where the realm of the Fae of EarthZero ends, meeting the Void. Well, the Fae of EarthZero call it the Far Side of Shadow, which might be accurate, rather than the Void, which they tend to use only in the same context as a human would use Hell.

Ada and Abraham Zeff | The Twins: Cute kids. Why they're rejecting my assignment of Archetypal Templates remains a chaotic unknown.

Adam Simm: CEO of MorthonTech. The self-described High Priest of High Tech. And witness to the very first manifestation of the VoidSpawn on EarthZero. To his deepest regret.

All That All Which Is, All That All Which Binds: The Charm of Making. Embodies in words that which is the Dual-Aspect.

Amaterasu "Ami" Kurohoshi | The Black Star: Poor dear is just a teenage girl from Tokyo who hasn't even gone on her first date yet. However, she is the Black Star. The awesome power to manipulate and control singularities is hers to command. So it's quite an accomplishment to already have snuffed out several thousand people before having one's first date! Way to go, girl!

Ancient Sidhe: Usually refers to the original tongue of the Fae. It's an effete combination of verbal communication and a host of intricate and subtle body language. Very annoying to have to keep track of while you're trying to carry on a conversation with those lispng faeries. Just kidding. It's great.

The Anshadar Effect: Cosmic mechanism invoked at the instantiation of a new round of The Dragon's Game. Sets up equal and opposite Shadar and Anshadar immortals. They have an innate evolutionary imperative to slaughter their opposites. Obvious lies, of course.

Anti-Life: One of the metaphysical powers embodied in the Void. Means exactly what it says, with the twist being the actual "death" of the soul. Not just mere physical "life". Total nihilism.

Archetypal Templates | Cosmic Templates: Templates banned for use in the simulations. Various errata that, over the aeons, my brothers and sisters among the Celestial Shapers hacked out to try to cheat and thereby win their simulations. I discovered them via simple query. They make quite interesting patterns, or souls/entities, in the simulations. Very powerful. Illegal to use, however, because they can innately transcend mortal limitations and gain extended chakra counts, or immortality. So, naturally, I'm stacking them for this simulation. Only way to have a chance to win, chaos be damned.

Aspect of the Trillions: My charming little mask, and masque. Empowers me to assume perfectly any known or imagined form or entity from among all possible forms and entities that have populated any of the simulations. Uses sub-Planck Length Void-Weave, which protects the EarthZero cosmos from suffering mightily at the sight of my true countenance.

Ayahuasca: South American brew used by native shamans to conduct hallucinogenic trips to the secret world of Mother Ayahuasca. Contains DMT. Drugs are good, m'kay?

Bao Quan Li: Kung fu greeting.

Bending and Binding: Cute and convenient way to describe the action of using the Hekatek via one's eighth and ninth chakras. The eighth one does the bending, while the ninth one does the binding. The more power used, the better the result.

Beth Bennington | Lady of Water: Roughly the same age as her boyfriend, Dwayne, Beth is extremely mature, meticulous, and logical. Quite the opposite of her boyfriend. Like the others on Team EL, Beth is a living elemental. Her domain is Water. She has natural runic talent, and is quite capable of both healing and harming. A fierce soul, she has absolutely no qualms about dispensing the most permanent form of justice.

Black Book of Lies: Allegedly, Mercy uses this to keep the dirt on anyone she meets. Personally, the crayon drawings are cute, I think.

The Black Tabernacle: Where Petrus Romanus, the Black Pope and Soulthief, implemented his crazy soul collector, the Matrix of Souls.

Blue Sparks: Typically emitted from the eyes of powerful immortals due to chakric stimulation. This includes but is not limited to: extreme emotion, duress, and orgasm.

Brokk: One of Mercy's ancient crew. Talented dwarf craftsman who soulforged her magickal clothes, with their various extradimensional storage spaces and various clever

tricky traps. He stitched Loki's lips together, most amusingly. Yes, there was a real Loki. Times back in the past of EarthZero were quite wild, thanks to the chaos of the sigil.

Celestial Shaping: EarthZero is the 144,000th Celestial Shaping I have created. It's a more polite way of saying "Simulation", as in, "Your whole cosmos is nothing more than a simulation. At least you passed the Turing Test."

Ceremony of the Mother: When the Shaman brews the ayahuasca, gives it to the initiates, and guides them to the Mother. Follow the DMT Road!

Chakras: The seven energy foci of the mortal soul. Immortals break through the barrier of seven to achieve eight. Only the most powerful immortals may realize the ninth chakra.

Children of the Light: The name for the realized immortal-souls-made-flesh who serve the One Above in the ZeroTime. Of course, I am Helel, the Shining One, and the Lightbringer, so I fit this description best.

"Chipm-mrrmmphh!!": Probably the funniest thing Maynard ever said in any sim. That's why he's been my MVP over the aeons in my sims. Contextually, he said it while puking. And after saying some bad things about Christ. See? Don't blaspheme the Lord, son!

Chosen: The souls I specifically created from the Archetypal Templates in order to break the endless cycle of genocidal slaughter perpetrated by the One Above. With these souls, I have a chance to win. That's why I usually chose the smartest and best. Who wants normies elevated to divine status?

Chthon | The Dark Earth Mother | Well of Souls | The Mother | Mother Ayahuasca | Danu | The Midwife of the Void: The Yin, or female, essence of the Dual-Aspect of Chthon/The Dragon. Contrary to what my Chosen would have you believe, there is no such thing as a meta-cosmic version. Only the single, smaller, simulation-specific versions. Their small minds can't comprehend the true nature of the scale of things, or even simple proportion, so they just presume that the Dual-Aspect is meta-cosmic and occurs even, and I quote, "above the ZeroTime". Poor hairless chimps.

Chthon/The Dragon | Dual-Aspect | Source/Void: "...a pivotal, essential lynchpin among all realities, no matter how small, how large, how alien, or how mundane. It simply was. It was All That All Which Is, and All That All Which Binds. It was a meta-cosmic, eternal force. And he was its physical, real projection: the VoidSpawn. The Godslayer." Lies, of course.

Communion of Nathrak: Collective scrying used by the Fae of Aal on the Vanth'Vash'Var.

The Conditions of the End Game: Notice something? Correct! It's plural. Not merely the defeat of the Vanth'Vash'Var. No, not at all. Were that it was so simple as that!

Cory Christopher Tate | Void | VoidSpawn: Curious. He likes cat videos and being nerdy, but he has the highest combat attributes I've ever seen in a pattern in any of my sims. I don't actually remember activating his personal pattern in this sim. Or in any sim, ever. No matter. I comprehend the chaos set into motion due to my necessary shaping of the simulation, and the inclusion of the Archetypal Templates. He sacrificed himself to save EarthZero, and keep the simulation in motion. For that, I thank him. And, as I recall, he manned up and stood right up against Maweth. First time I've ever seen that happen, even among my brethren in the Zero Time. Obviously naïve and ignorant to have done that. But brave. No doubt. I suspect that somehow, despite his apparent disintegration at the Battle of Giza, he'll be back. And that will signal both good and bad things. Good, because we can always use the power of the Godslayer. And bad because it will be the single most obvious indicator that my delusional Chosen might be correct after all in their assertion that the Dual-Aspect is meta-cosmic after all. No, it's simply impossible. Still, he's the only entity, in all of my sims, who's actually given me pause. Especially when Chthon popped out of his third eye. That's spooky, chaotic shit.

The Cosmic Dragon: The superset of all Dual-Aspects, of all worlds, and of all possible realities. The ultimate expression of Chthon and the Dragon.

D'aanz Un'Anath | Eighth Null: Mercy's mentor. The one she assassinated to become the Ninth Null.

The Dark Womb: The Void. The metaphysical "womb" of the Dark Earth Mother. Allegedly. Obviously, the parochial version of EarthZero's own Dual-Aspect is uppity and persnickety, thinking that it's all this and all that. Maybe. Maybe, compared to the other 143,999 simulations. But a smidgeon more power, and it suddenly thinks it's the veritable bee's knees? C'mon! It's just a bug from the chaos infiltrating the sim. Nothing more. Well, maybe not a bug, but a new feature?

Deadman Protocol: United States of America protocol while Operation GLORY SAVE is in effect. It's an automatic nuclear launch signal, in the event that American leadership is compromised. It worked, which was the good part. The bad part being, of

course, that it wasn't supposed to be activated, because the leadership was still perfectly well alive.

The Death Horde | Vanth'Vash'Var | The Sentinels of the Anti-Life | The Lords of the Void: The deus ex machina of the One Above. Used trillions upon trillions of times by his cheating hand to defeat the Celestial Shapings of the Children of the Light. He wins. Every. Damn. Time. The Death Horde is the way he wins. In all their endless permutations, their superior technology, superior aggression, and superior puissance in the ways of war empower them to destroy the hapless denizens of Earth. No one of our number has yet defeated the One Above. His horde is always too powerful. I shall be the first, however, for I, of all my kind, have discerned how to defeat him: cheat.

Deep Oracle Extra-Set Repository: Commonly called "Deep Oracle", this is the data storage repository upon which the VOEvent of the sigil was stored. The Deep Oracle project ran at NASA Ames, sharing I/O with various astronomical facilities, including SETI. MorthonTech ran the project.

Denny Google: An unwilling autodidact with a truly photographic memory, Denny – Don't call me Google! – is the most skilled innate hekatek on EarthZero. He, his wife Rachel, and their unique daughter Penny, form a trio of unparalleled power and grace. Denny is the most ambitious explorer among my Chosen, combining the best qualities of wanderlust and curiosity into a single, massively powerful package.

DMT: N, N-Dimethyltryptamine. The spirit molecule. Because it's a soul-hack that facilitates communion with the parochial version of the Dual-Aspect, Mother Ayahuasca. For some, this also allows a brief insight into the Song of the Sidhe.

Dr. Mary Dunbar, PhD | The Talisman: Sweet Mary is the Talisman. She has the power to bend and bind, then shape, any incoming energy vector to her own needs. Meaning, she can take a little energy and make it a lot. A whole lot. Mary is a professor at an elite university who dislikes the fringe theorists who promote outlandish theories about Giza's pyramids and ancient Egypt. Outlandish, but unfortunately true enough, as Mary discovered firsthand.

The Dragon | The Father: The Yang, or male, essence of the Dual-Aspect of Chthon/The Dragon. He's sort of quiet and reserved compared to his better half. Kind of like the old white dad in 1950s sitcoms. Curiously, on EarthZero, the Song of the Sidhe manifests via the Dual-Aspect. Certainly a most unusual construct in any sim. More chaos in action, obviously.

Dragon Dreams: What the Song of the Sidhe “sings”, according to the Fae of EarthZero.

Dragon Investments: One of Beijing's largest and longest reaching investment firms. They've dealt with MorthonTech for very good reasons.

The Dragon's Game: Allegedly the work of the cosmic, meta-level Dual-Aspect. It invokes a cosmic, meta-level mechanism to realize new equal and opposite immortals called Shadar and Anshadar. Chthon informed us all of this, crowing on and on about it, basically blaming it on me, as if I had actually caused it by introducing forbidden Archetypal Templates into the sim. True or not, it's irrelevant, because the game of the One Above takes precedence over all. Some stupid parochial “dragon's game” can't possibly achieve primacy over the sim.

Dreamland: Old World Las Vegas. Now used by my Chosen as their base of operations and headquarters.

Dwayne Staley | Lord of Air: Young Dwayne, not even yet out of high school, had the unfortunate ordeal of watching his beloved family melt to death all around him. It was a transformative event for him, melting away any last vestige of his being accused of being a snowflake. Dwayne likes Beth, energy drinks, video games, and blowing up squirrels at the beach.

Earth Zero | EarthZero: The name I gave to my 144,000th and final simulation. I named it as such because it is, literally, the zeroth time I'm going to do this. A bit of a pun, and play on words. And ordinality. I am acknowledging the fact that I'm hacking the sim back to its pre-original state. Stepping back into its own shadow, so to speak. Total chaos for the win.

Effing White Rabbit: An entity seen first by a hallucinating Professor Gil. It superimposed itself over key entities and appeared at certain key events. Its manifestation in Aal Ball's space was obviously a resultant of Gil's psychic imprint on the collective. It had nothing at all to do with the work of that troublemaker friend of Mercy's, Nanabozho.

Eidetic Memory | Photographic Memory: Contrary to common belief, a true photographic memory is quite rare among mortal humans. Photographic memory gives one an ability to recall explicit data, such as that from a phone book, and regurgitate it verbatim. The ability scales, of course, and has certain limits based upon individual cognitive capabilities and processes. The so-called lesser version, the eidetic memory, is the more spatially oriented version. Not quite verbatim recall for an entire phone book,

but superior in its ability to visualize the memories in or along a virtual spacetime frame. Like recalling an entire movie, scene by scene. Or a fight, frame by frame. Both Cory and Maynard had the eidetic versions prior to their becoming Chosen. Most of the new immortals have had their memories increased to the eidetic level. Denny Google is one of the truly rare ones: he has a hybrid eidetic/photographic memory, and this augments his prodigious runic abilities.

Eight vs. Nine Chakras: Mortals are limited to seven. Fae have seven plus a vestigial or nascent eighth, making them technically immortal. More powerful Fae may activate their eighth, while it is possible that some rare few achieve a nascent ninth. My Chosen have various configurations of eights and nines, with fully activated nines being rare, even among them. Consider, as a ballpark figure, that there's a five orders of magnitude difference in power between the seventh and eighth, fully realized. And the same, if not greater, between the eighth and the ninth. Now, the power scale may be more accurately evaluated.

The Eightfold Path | The Sign of Chaos: As Mercy explained to Void, it's not Buddhism. And while represented by an eight-rayed device, it actually goes both ways. Like Mercy does.

The End Game: The point in any simulation at which the Death Horde appears, destroys Earth, and the One Above wins.

The End of All Things: The code phrase to indicate the advent of my sigil, the transcendence of my Chosen on EarthZero, and the coming of the Vanth'Vash'Var. Pure eschatological eeriness! Ooh, scary!

Equation of Resolution: Nifty collective ciphering gimmick used by my glorious Watchers to mentally resolve among them any particular set of scenarios.

Evolutionary Tribulation: My preferred name for the eschatology associated with the sigil's purge of the lesser evolved.

Fae: The issuance of the manifestation of the Song of the Sidhe. They're the smaller pieces of the great "oversoul" of the Dual-Aspect on EarthZero, which itself manifests the Song of the Sidhe. Consider the Song of the Sidhe to be a metaphysical projection of the Dual-Aspect's "cosmic DNA set to resonance", and you're really close to understanding it. Not bad for a human! Maybe you'll pass the Turing Test one day, too!

Fae and Faekin: Polite way of being inclusive to the smaller ditties and blurbs burped out by the Song of the Sidhe: Faekin. Not the more complex symphonies known as the Fae.

Fae Namespace: This is the complete nomenclature referring to a single Fae's many possible names, aliases, titles, designations, etc. This also may include the soulsong name of the Fae, too.

Fey'Z Aal Dzyan: The Court of the Fae of EarthZero. It's populated by numerous houses of the Gentry. The royals have eight wings, and are automatically entitled to being named as "Milady" or "Milord", as part of their Fae Namespace.

The First Seed: The first iteration of the Fae.

The Flow: That's the name for the nominal, ordinary, expected flow of spacetime in any sim. The Fae of both EarthZero and Aal also use it as an attribute of the Song of the Sidhe. In this context, it's much akin to musical measures.

Forever-Silence: A qualitative attribute descriptor used for both the Null and the Void. Not good places to hold a good ol' hoe-down, Maynard!

The Fractal Blades: Fresswelle and Shunya. Yes, of course, both are Archetypal Templates.

Fresswelle | The Fractal Blade of the Lord of Time | The Devouring Wave: The Yang aspect of the Pact of the Fractal Blades. Fresswelle is the actual embodiment of the concept of the Void. Fresswelle has a host of pass-through powers with which it may augment those of its wielder: enhanced speed and reaction time; shaping of local spacetime to move incredibly fast or slow; and Frame of Time, which causes the wielder to move into the fastest local spacetime path. The Fractal Blade can cut through anything (except Shunya), even metaphysical entities such as souls. Skilled wielders may, of course, be quite selective with their cuts. Currently, Fresswelle contains the entire remnant of the Fae of Aal. I hope they like cramped spaces.

The Gates of Chaos: The combination of the powers of Petrus, Ami, and Mary, at the Giza Plateau, to open up a conduit from EarthZero to the ZeroTime. Totally insane and uncalled for. What a terrible idea. Fortunately, the rest of my Chosen rose up to save the day. It most certainly would have ended the simulation early had Petrus actually caught the attention of anyone up in the Union of Souls. Fortunately, Maweth, perhaps the only one capable of sensing something at that small of a scale, was otherwise engaged.

General Ryan “Sully” Sullivan: Commander, United States Strategic Command (USSTRATCOM).

General William Charles Donner: Chairman of the Joint Chiefs of Staff (CJCS).

The Gentry: The royal houses of the Fae of both Aal and EarthZero.

The Giza Plateau: Featuring, among many other entities: the Great Sphinx of Giza, and the pyramids, in order of relative scale, of Menkaure, Khafre, and Khufu.

Glamour: Standard Fae appellation for any magickal construct or charm that causes a change in one’s physical appearance, typically one of self-aggrandizement or exaggeration, such as turning that hag Mercy into something of beauty.

GLORY SAVE: More amusing human monkey talk to describe how they were going to try to fling poo up at my glorious sigil. Well, they tried, for all the good it did them.

Harvest of the Chosen: Something a rogue Sigil Shard apparently “told” Professor Gil. Obviously, more chaos, but this time bound within a kernel of truth. Indeed, my Chosen shall be harvested. That’s what I grew them for. Actually, the Watchers did this near the end of the sigil’s process. This was the projected resonance phase during which the sigil imprinted its superior immortal triple helix upon all living things on EarthZero.

Hassan-i Sabbahhad: Mighty assassin of old, who made a bet with Mercy as to who could still Hubal, the Moon God, himself. Naturally, Mercy cheated, using Aal Ball to literally lasso the Moon and hold it fast. And she wonders why the poor collective mind of Aal Ball is so fantastically warped.

Hatefang: The awesome triple helix blade of Maweth, the Angel of Death. I suspect that the One Above cheated, too, and gave Maweth an Archetypal Template to play his bully games with. It defies casual analysis, but if the rumors whispered by the Shapers are true, then it, too, is a Fractal Blade. Triplets, perhaps? WTF, One Above? You had to go all “Marked for Death” with it, huh? Asshole.

Helel | The Shining One | The Lightbringer | Lucifer | Lucy Diamante: *C’est moi!* Pleased to meet you. Now you know my names.

Heka: Immortal magick, used or expressed only by those with more than 7 chakras. Primal magicks by any other name.

Hekatek: The hybrid amalgam of magick and technomagick. It is driven by the soul itself, expressed as the Heka, or the magick cast or expressed by an immortal soul with more than 7 chakras.

Horus Constellation: American and allied forces strategic nuclear assets on-orbit.

Il Papa | Petrus Romanus | The Black Pope | Soulthief: The Pope who became the Soulthief, the living god, and wielder of the Hatefang-infused paschal staff. I had to lie to him about the whole Malachy thing. It was really Nostradamus. But telling him that would have caused him to reject my overtures, as similar patterns had done in previous simulations. So, a bit of dissimulation to benefit the simulation? Real good guy, though. Just wasn't prepared to deal with the insanity of having multiple souls sharing his own. And the Maweth thing probably didn't help, either. Ah, well. Contingencies are in play. He'll be back.

James Ralston: GEN, US ARMY (Ret), Director of National Intelligence (DNI).

Jennie Torres, PhD, Physics: Principal Investigator (PI) for the Deep Oracle project at NASA Ames Research Center's NASA Astrobiology Institute. Employed by MorthonTech.

Jud4sz Ressz0rz | The CyberGod of Aal: The leader of the human-cyborg alliance on Aal. He and his genocidal toadies unleashed nanotech-enabled genocide upon the Tuath Dé of Aal. Only counter-genocide defeated them, the results of which permanently marked the righteous Tuath Dé.

Kaiju: Generic Japanese term for really cool gigantic monsters. Ku'tu actually can transform into one.

Kirby Krackles: Jack "King" Kirby's most interesting artistic technique, which actually does resemble some of the incidental effects of the Fractal Blades. How did he cipher that? Did I accidentally give him, Stan Lee, and Gary Gygax Archetypal Templates?

Ku'tu | The Dragon Queen of Aal | Queen-Consort of Zon T'Danu: A cute little tink in her tiny humanoid form, Ku'tu is in fact the mightiest War Dragon of Aal, larger than the biggest aircraft carrier on EarthZero, capable of breathing out gouts of phlogiston, the ultimate fire.

Leta Pinnick | Lady of Fire: Her elemental domain reflects the spice in her soul. She is one of the most powerful pyrokinetic manipulators, though she has yet to fully unleash her powers. Leta had a tough life early on, learning much about life in the process of

becoming streetwise. So she actually welcomes and enjoys her newfound power. No man will ever disrespect her or put her down again.

The Lightbringer's Sigil: My great creation, which enforced the Evolutionary Tribulation upon the denizens of EarthZero. The better to sift out the weak from the strong. And make the strong immortal, their chakras transcending the cloying boundary of mortality.

Loli | Lolita: She was such a sweet little baby that a rebel faction of Fae dared to defy my will and spirit her away. Ah, well, more chaos. Hopefully, she'll still realize her true potential when she grows up.

The Lord of Time: Curiously, this reference exists only as a detached pointer. More chaos, obviously. Shunya's version of this epithet, with its reference to the ZeroTime instead of merely Time, implies that there was some nameless Fae who wielded it originally, back during the dawn of the First Seed of the Fae of EarthZero.

Lorraine: Adam Simm's personal executive assistant at MorthonTech.

M'Tumba: One of the evolved great apes of Atlanta.

M. K. "Maynard" James | The T-Rex of Jungle Love | The Master of PowerPoint: Former aeronautical engineer in the Rocket City, Huntsville, Alabama. Best friend and companion of Cory Tate. A most amusing, most perceptive hyper-nerd, with one of the sexiest smiles around. Shaman of the Mother, genius inventor, and innate master of the hekatek. I wasn't being facetious when I told him that he had always been my favorite. His personal pattern has appeared in more starring roles in my simulations than anyone else's.

Magi(k): The casting or expression of power via intent, shaping, and focus. While almost cosmically universal, it is perhaps the most mundane form of power manipulation, effectively being "on by default" in almost all simulations. Only the blind fail to discover it. Though generic and basic, in skilled hands it may become incredibly potent.

The Matrix of Souls: The entity within the Black Tabernacle of Petrus Romanus wherein he stored souls to use as batteries.

Maweth | Angel of Death: The enforcer of the One Above. Low-bandwidth, plodding bully. Leads the Memitim, the Destroyers, the Angels of Death. Wields the horrifying triple helix blade, the Hatefang. He's the one who punishes Celestial Shapers who are led astray by the temptation of playing god in their sims, and who err by breaking any

number of seemingly innumerable, constraining rules. Most just go mad and physically join their sims, playing god for real, and in person. I'm not mad, of course, mind you. My joining physically with my sim was a necessary evil, one with which I am more than capable of dealing. Besides, my victory will absolve me of any possible repercussions. Even the rather major one of cheating. At the very least, Maweth will not be the one to exact the toll, and that minor victory itself is worthy of celebration.

Maweth Gambit: My most beautifully wrought construct! Basically speaking, it was the tricky-trap of Fresswelle and Shunya, empowered by the immortal portions of the souls of my Chosen. It was the only way I could realistically have a chance of achieving a victory condition over that big bully and his wimpy Hatefang. I made his own blade eat him. Ha! Too bad Gil had to get tapped out by the effort. But someone had to die, and it certainly wasn't going to be me.

The Memitim | The Destroyers | Angels of Death: "They keep order in the Union of Souls. On the rare occasion that one of my brethren steps out of line, Maweth and his Memitim rectify the situation. Rectification typically is achieved by the destruction of the rogue scenario and its equally rogue Shaper, whose totality is recycled into the Union of Souls. The fact that we yet live indicates, rather strongly, that it was not Maweth who has hacked this scenario. Had it been Maweth, we all most assuredly would already have been recycled."

Mercyduceus Vendredi | Ninth Null | Protector-Champion of the Fae: This scheming wench of a Fae, a 13,337 year old hermaphroditic hag, claims to be the Syzygy of Cory Christopher Tate, the VoidSpawn. All lies, of course, predicated on their shared delusion that there is some reality above and beyond the Zero Time, wherein Chthon and the Dragon romp about as absolute rulers of all possible worlds, universes, and raves. True, she wields Shunya, and she has the relative smarts to surround herself with useful tools such as Aal Ball and Vir'gil Plik, the Entheogenic Lord. And, true, she runs the Null from her stronghold, the Never. Or did, until it blew up. But she's really just a fragile soul filled with self-loathing and eternal angst because her own people, the Fae, hate her guts, and everyone else she meets loathes her very presence because she's such a wicked bitch. I find it amusing when she loses it and her skindancing runs amok.

Mhyrranda | Randa | The Duchess of Dreamland | The Dreamwyrd: My precious and sweet Randa, leader of the Chosen. Formerly a frustrated and frumpy MMO devotee, dealing with horny boys, guild drama, and inevitable lag. Now, she gets to do basically the same thing in my wonderful sim. But now she has the rather awesome

ability to shape dreams. Her power as an Archetypal Template is of such potency that her illusions may actually become real.

Miss No-Pants: Cory's highly hacked Echo.

Morphic Resonance Theory: Rupert Sheldrake's interesting hypothesis of shaped evolutionary adaptation via localized genetic resonance. Very similar to my sigil, as Professor Gil most presciently pointed out to Mercy. Another misplaced template?

MorthonTech: Not just another faceless, evil corporation. Well, maybe not. They employed, in some capacity, three of my Chosen: Maynard, Professor Gil, and Cory. And they sent their underperforming employees to the Antarctica branch for reeducation. Smart guys!

Mr. DiSazi: Chief of Security at MorthonTech. Probably sent a lot of hapless employees to Antarctica.

Mysta: Unique exotic artifact of the Astral, existing where no true matter may exist. Combined with the formulation for Supremium that I gave to Petrus Romanus, one may create a superior soul-binding construct. Perfect to grow one's power with. However, Petrus derailed due to more chaos, I suspect, and disregarded my precise instructions, instead deciding to adlib the whole affair. It is possible that, being a Soulthief with little prior experience, his mind couldn't cope with the psychic detritus associated with the consumption of souls.

Mystery Babylon: This is the quite innocent, charming, rustic name Petrus gave to the former Vatican City.

NASA SOURCE Project: Cory's first NASA project. Simm quotes some of Cory's words regarding working on it.

Nerd World: That's where Cory and Maynard go sometimes when they're being really creative. Picture a bunch of neckbeards herded around a gaming table, Mountain Dew and Cheetos everywhere, various polyhedral abounding, and you're close. Well, Cory and Maynard would require some additional items, such as choice dank herb and DMT, and some heavy metal thunder.

NerdSpeak: Void's and Maynard's (and sometimes, everyone's, it seems) customized cant. They seem to break out into it on almost every occasion they stop to powwow.

The Never: Mercy's exotic, highly artificed sanctum in the Null. Apparently, she had artificed eight anchor points to EarthZero and other realms, which she uses to rapidly

travel when she doesn't want to use Shunya or her own Null powers. Seems illogical and redundant, but, then again, so does everything else she does.

Nick Petrucci: Formerly an operator assigned to 1st Special Forces Operational Detachment-Delta, First Sergeant Nick Petrucci serves now as Randa's chief of security. He has the ability to control and manipulate psychokinetic force, which he can materialize in a wide variety of forms. With his training and power, he is a most formidable warrior.

Normies: Derogative term used by Maynard to describe those humans who occupy the inner bands of the Bell Curve. See? He says some funny shit.

The Null: The metaphysical plane that Mercy claims is the syzygy of the Void. Probably just a demi-plane that she's turned into her personal place of power. Highly entropic. She has to be wrong, but I don't think anyone's dared to call her on it yet.

Null-Field: Surprisingly, not of Mercy's doing, but of mine. Used it to keep my first meeting with Petrus Romanus a secret.

The Oath of the Ineffable One: "For His glory we all shall die!" Cretins spewing inane groupthink.

Omega Evolution: The highest chakric expression possible from an Archetypal Template. The jury is still out as to whether this means a fully realized ninth chakra, or simply a nascent ninth. Used in the context of an Archetypal Template, such as "Omega Null" or "Omega Void". Makes one wonder, if one is so inclined, if there might actually be a tenth possible chakra? Is that perhaps why the One Above is so much more powerful than the others of the ZeroTime?

Omega Module: My wonderful module of love and fun and games. A simple meeting of two realized immortals kicked it off. Hadn't expected it to be Mercy and Void, because I had encoded it originally to be between Mercy and Maynard, my favorite. But chaos, you know? Interesting how it worked out, though. Perhaps there's something to this concept of syzygy after all? Actually, the Watchers kicked the main module online by instantiating the first phase of morphogenetic terraforming, morphic resonance, and soul-shaping on EarthZero. Broken eggs, meet omelette.

The One Above | The First Cause: The being who rules the ZeroTime, pitting itself against the combined efforts of all of its Celestial Shapers in an endless wargame competition at a cosmic level. Truly, a douchebag of cosmic scale. Obviously compensating for something by having to win everything, all the time.

The One Below: There is no such thing! Pshaw! Probably that Mercy reprobate spreading more lies with her serpent's tongue.

Ontopoesis: Literally, the creation of being. Being multifaceted or polyhedral, even Protean, by design, the term has multiple levels of context. We Celestial Shapers create, through our Zen-Sidhe, a simulation of a cosmos. We imbue artificial, simulated, virtual life into it. Life "real" enough to pass the Turing Test. In the very special case of my 144,000th iteration, we compound the additional context of spiritual awakening, which my sigil forces upon the denizens of EarthZero. Adapt or die. Sorry that's harsh, but that's the way it is. They're all just complex eidola anyway. They're not real. So, they must all accept the spiritual awakening first in order to survive. That's transcendence from mortal to immortal. While that might be it in a nutshell, and all that's necessary to explain, I would be remiss to misguide you and fail to point out the obvious: Even though it's not an operational parameter, it's clear that some of my Chosen strive for redemption. Not that I have failed them in any way. It's simply that, by nature, some of my Chosen are evil. So, logically, it follows that their moral evil will become rectified by their eventual defeat of the Death Horde and their saving of EarthZero. Naturally, Void's threat implying that he and the other Chosen will perforce be required to have an impossible reckoning in the ZeroTime itself to somehow compel the One Above to spare EarthZero from its ultimate fate of nonbeing, is nonsensical and does not factor into their achieving any particular state of redemption. The limits of the dead forbid this from being a consideration. Thanks for playing! Poof! Now you're gone.

Ontopoietic Cosmogogenesis Simulation: The name for both a single instance of cosmic shaping by a Celestial Shaper, and for the entire collection of simulations by all Celestial Shapers. Recursion and set/superset nomenclature for something as simple as playing God with one's own universe.

Ophiuchus Hypothesis: Ophiuchus, the snake/dragon, is/was the 13th constellation of the ancient zodiac of a few cultures. Some savants thought that there would be death in 2012. They weren't far off.

Peaches: The Mayor of Atlanta. He and Denny are the ones who get Atlanta running again, using new runes to empower the city. Peaches, a towering, bulky giant of a man, possesses super strength as well as an advanced intellect.

Penny Google: The baby girl of Denny and Rachael Google, conceived during the advent of the sigil. This marks her for a most astonishing fate.

Plain of Penance: The place on Aal where the Tuath Dé met the Vanth'Vash'Var in final combat.

Polyphemus: MorthonTech's Microsphere Nanoscope. Makes nanometer-scale imaging easy, so that they can "see" really tiny things.

President Jonathon Watt: President of the United States of America. The last President of the United States of America.

Primal: A resultant of the combination of both Source and Void; Yin and Yang; Light and Dark. Immortal-level power. The Power Cosmic.

Professor Janice Murphy: The radio astronomer at SETI who first noticed the VOEvent anomalies associated with the Lightbringer's Sigil. Sharp eyes there, Janice!

Professor Roger Gilmour | Gil: Inventor and Senior Research Scientist at MorthonTech. Mentor to both Maynard and Cory. Gil was able to express impressive immortal powers of perception before his selfless sacrifice to empower the Maweth Gambit with his own newly immortal soul. He will be missed.

Protocols of Judgement and Execution: Maweth's silly protocols. Robotic processes, carried out mindlessly by that half-witted murderer. Similar to those of a Roomba mindlessly spreading a pile of dog shit all over the floor.

Quantum Key Distribution (QKD): Used by Lieutenant Commander Norman Stanton Sparks to transmit the *Seawolf's* final message via entangled quantum communication.

Rachael Google: The mother of Penny, and wife of Denny. Rache is young, like Denny, but highly opinionated and headstrong when she thinks she's right. They both know that Penny is special, her having been conceived during the advent of the sigil. Best not get between Mama Bear and her little baby girl. Rache has an unrecognized power set which has yet to fully bloom.

Robert E. Prescott: Chief of Staff of the President of the United States of America.

Runes: Living manifestations of the hekatek. Denny Google and Maynard were among the first on EarthZero to comprehend them and utilize them. Ranging from the most basic runic expressions, such as simple batteries to run Old World electrical equipment, to more complex Inscriptions, or chained runes, they are capable of being learned and expressed by all who have endured the Evolutionary Tribulation of the Lightbringer's Sigil. Yes, they are empowered by the Song of the Sidhe, directed by the inscriber of the

rune, and carried out by the artifice of quantum-gated Fae. Those are really, teeny-tiny unrealized Fae. Unborn Fae.

Sagan Arcibo Message: Turns out Carl nailed it. Why reinvent the wheel? Worked just fine with the sigil. At least, Cory made it seem effortless. Who knows how hard it really was to decipher?

Sagittarius A*: The galactic center of the Milky Way. Very large black hole. A great place for one to cause a sigil to appear. Easy energy transfer.

Self-affine Fractal Coding: What Void accuses me of doing in my sim. << Smarty Pants Hacker that he is. He must also think that we use shards and truncated/floored instantiations, too.

Shadow: Mercy claims to traverse this metaphysical region when traveling via her Null powers. She's capable of focusing these through Shunya to do the same, and the similar.

Shaper: Duty-name and Correct Designation of the Children of the Light who work the Zen-Sidhe in the Union of Souls. Desperate sim addict is more appropriate.

Shapes and Patterns: The Word, the Logos, the Single Sonic Sound. Fractal, Fibonacci, Golden ratio, phi, morphogenesis. Resonance. Iterate, iteration. Recursive, recursion. Data, data density, Noosphere, information. Actualize, actualization. Realize, realization. Waveform. Instantiate, instantiation. Akasha. Sim, simulation. Then, the chakra binding with the Zen-Sidhe. Easy as the Hokey-Pokey. And almost as routine after 144,000 times.

Shunya | The Fractal Blade of the Lord of the ZeroTime | The Zero(th) Blade: The Yin aspect of the Pact of the Fractal Blades. Shunya is the actual embodiment of the concept of the Null. Mercy uses it quite skillfully to cut spacetime, moving from place to place, and from plane to plane, with relative ease. The pass-through powers are virtual cookie cutters of its twin. Over her long career as the Ninth Null and masterful Fae assassin, Mercy has joined the elite Million Kill Club, thanks to Shunya's unquenchable thirst for life. Probably as many Fae of Earth, their soulsongs forever silent, inhabit Shunya; a cruel parody of Fresswelle's confinement of the Fae of Aal. Not that I planned it that way. But quite amusing to note its fearful symmetry.

Sidhe Mindtouch: Telepathic communication among and between the Fae of Aal, the Tuath Dé. Typically not seen by the majority of the Fae of EarthZero. Mindtouch is generically used to describe how Chthon communicated with us during our encounter

with her. It was interesting to note, however, that it worked similarly to the Voice of the Apocalypse, used by the Vanth'Vash'Var. Chaos?

Sigil Shards: Transtemporal sigil trash and detritus, shunted back into the past of EarthZero by the chaotic forces of my sigil. Mercy and her crew used to go hunting for them to destroy them.

The Song of the Sidhe: Creator of the Fae. The Song of the Sidhe is the metaphysical projection of the Dual-Aspect's "cosmic DNA set to resonance". Therefore, the Fae are shards of the oversoul of the Dual-Aspect on EarthZero. They vibrate unto life, or, as an alternative concept, are spoken/sung into life.

Soulforge: To empower a creation via one's own soul.

Southern Comfort: Apparently this is the standard libation of the VoidSpawn.

SpaceGen: Multinational company, competitor to MorthonTech, run by that dipshit Allen Johnston.

Ssusan from Accounting: Sshe wass hungry, sso sshe ate Mark, Denny'ss and Rachael'ss friend. Ssilly kidss let her go, too. Who wass actually messmerizing whom? Denny learned about runess, though, sso Mark'ss death wassn't necessssarily in tassty vain.

The Starhome: Demonian Starhome. Dyson sphere of the Death Horde. Contains their Nine Gods, and billions upon billions of extremely nihilistic souls whose ultimate goal is nothing less than to snuff the last remnant of the Dual-Aspect and plunge their cosmos into a state of total, blissful annihilation.

Sub-Planck Time: Cute way for mortals to reckon spacetime in very small doses. It's basically the smallest, shortest, fastest domain that most on EarthZero may experience. Which is a necessary safety mechanism for their simulation. No one wants to encounter an out-of-boundary condition like that.

Supremium: Unique exotic of purest cosmic gold. May exist as a binding monatomic gas when bound with Mysta.

Sweet Leaf: Mercy's garden. With real live garden gnomes in it.

Syzygy: An interesting alignment of celestial bodies. Or, in our case, Mercy's selfish claim that Void is her syzygy. Doesn't she understand even basic metaphysics? The Void can never be in a state of syzygy with the Null! It's Void/Source, not Void/Null.

Yoked pairs of opposites. Not yoked pairs of alike concepts. Not chaos this time. Probably just Mercy's insanity.

Team EL: Randa's shorthand term for the core group of elementals: Tim, Dwayne, Leta, and Beth. Both she and her bodyguard, Nick, are usually included de facto. Team Elemental. Much more powerful than their apparent contrast to the erstwhile "Team OP" might imply. Once they discover that they draw their power directly from EarthZero's parochial "Dragon" itself, they might just realize that it is they who are truly "OP".

Team OP: "OP" as in "overpowered". That was the jest made by the members of Team EL after their first meeting with Void, Mercy, Maynard, Vir'gil, Ku'tu, and Aal Ball. Gaming term. Used because it appeared that, upon their first meeting, Team OP had already been jacked up in power way above mortal limits. Which was true, of course, because I had myself jacked them up in power, way above mortal limits, so that I could use their power to defeat Maweth. So if whatever they had left after that made such an impression on Team EL, I'd have to chalk it up to the fact that Team OP looks like a bunch of freaks, and Randa has a sharp sense of humor to name them as such.

Technomagic(k): Technology that's so far advanced that it might as well be... Ah, you already know this one. The spin is that some flavors of it may be cast or expressed by those so cybernetically inclined. Ask the lovely Ku'tu how difficult it was to contest the technomagick wielded by the Death Horde instantiation that attacked Aal.

Tim Hogan | Lord of Earth: Tim's an interesting guy, looking like a burly trailer park wifebeater, toxic bearded masculinity and all, but armed with an engineering degree from Caltech. His power, like everyone else's in Team EL, is limited only by his imagination. Transmutation, earthen armor, transport, and a wide spectrum of Earth-empathetic augmentations are at his command.

Triple-helix | triple helix: A three helix construct. Mortal DNA and its related entities typically express as double helix constructs. My sigil changed that, altering their two to three, using a good bit of that so-called junk DNA to get off its ass and work some heka-sensitive charms. Scaled to the rest of their various nasty-wasty little nucleic wriggling thingies that they have in their bodies. Gross.

Trish Burnley, RN: The nurse at Mercy General who learned that she could, with proper emotional intent, impose her will on others. Fatally, if desired.

Tuath Dé: The Fae of Aal. The K'ryl, of the Igigi, the Watchers themselves, planted them first on Aal during the era of the ZeroTime.

The V-Eye: Virtual Eyepiece Interface. Virtual device for compiling various disparate visual feeds. Created by Maynard, Cory, and Professor Gil. Primitive but cute tech.

Union of Souls: The Metacosmic Instantiation. The central locus of all realities, where cosmos after cosmos is shaped into being by the Children of the Light. The Celestial Shapers are those Children of the Light, the Shapers, who actively run the cosmic simulations from their personal Zen-Sidhe devices.

Vanz'R Venz'R the Destroyer: Mighty Fae of EarthZero who, according to legend, razed Sodom and Gomorrah with his monstrous twin scimitars, R'znav and R'znev, the inversions of his dual souls, to destroy some rogue Sigil Shards that were a byproduct of my sigil. Sort of like transtemporal trash. Parts of my main sigil being shunted back in time, thanks to chaotic bugs in the simulation. He and Mercy and a few others were responsible, way back in the dark ages, of hunting them down and destroying them. So Mercy actually did something useful after all for my sim: Bug Quashing.

VECTOR INDIGO: Amusing human monkey talk to describe a special super-duper ultra-top-secret data packet that clued them in to the fact that my sigil was coming. Thanks for giving that weasel, Mr. Sim, that data, Cory!

Vida Maria Rosario Gutierrez, CRNP: Vida is the nanny of the Zeff twins, Ada and Abraham. Seems to be a cipher, as she appears to have survived the sigil's tribulation, though she wasn't originally intended to do so. Work of the Twins, perhaps?

Vir'gil Plik | The Entheogenic Lord: Mercy's companion. Stunted little funny plant man. Claims to be a healer. Don't let him fool you! Total stoner. His name actually implies that he's the Lord of Drugs!

VOEvent: A trite computer language format used by the mortals of EarthZero to encapsulate and describe some forms of astronomical or celestial events.

Voice of Ma'at the Rectifier: It's really silent. And really just an annoying alert. Similar to Clippy in many ways.

Voice of the Apocalypse: The disembodied metaphysical meta-translator that delivers the words of the Vanth'Vash'Var to their victims in their own native form of communication.

The Void | The Far Side of Shadow | The Dark Womb: The metaphysical plane and conceptual space that actually opposes the Source. Rather nasty place to muck about. Annihilates souls.

Voom: A mountain-sized Void Tortoise. That can fly. And emit Void energies. Appears randomly in some Death Horde scenarios. Fun at children's parties, especially if used as a piñata. "Here, junior! Take a whack at this!"

The War Words of the VoidSpawn: Some very powerful non-magicks, spoken directly from the soul of the VoidSpawn to the soul of the listener. Probably just a function of relative power and charisma. Nothing more. Effing Edgelord.

Wars of Purification: Tuath Dé waged this on Aal versus the humans and their cybernetic allies. Total genocide of the human race of Aal was the result. Zon T'Danu, Ku'tu, and the Tuath Dé snuffed out many billions of souls to achieve their most necessary victim, for the humans of their world were even more bloodthirsty than they were. As an example, the humans stooped to genetic warfare, inflicting significant and terrible damage on the physical bodies of the Fae, damning some of them, such as the unfortunate Ban-Sidhe, to fates worse than actual death. Undead Fae. Ouch.

The Watchers | Igigi : My faithful proto-Fae. In the EarthZero simulation, they embody my sigil, work its wonders, and perform their duties.

The Weave of the Watchers: A most elegant expression wrought by the Watchers from the sigil.

The Weirding of Man: Professor Gil claims that the Sigil Shard told him this when it sang to him, equating it to the Harvest of the Chosen, the advent of the Omega Null and its syzygy, the Omega Void. Hekatek, Fae of two worlds, Death Horde, and blah blah effing white rabbit. Damn, Vir'gil got poor Gil high! My shards didn't "tell" him anything. But that stunted stoner's drugs told Gil everything!

Year Zero: How we mark our new time, post-sigil, on EarthZero. Year Zero is, hopefully, the first of many years to come. Prior to the coming of the Death Horde, that is.

Zen-Sidhe: The device that, while in the Union of Souls, links a Celestial Shaper to his sim. Somewhat akin to an ultimate virtual reality interface device. I rather like mine, but I truly wish we were able to use it for more mundane, less tragic simulations. You know? Like playing simple, fun, no-cosmos-destroying consequences? Pong, anyone?

ZeroTime | Zero Time: The time during which the First Seeds are planted by the K'ryl, of the Igigi, the Watchers. The Fae of both EarthZero and Aal claim this as their time of origin. Correctly, it is The home of the One Above and the Children of the Light.

Zon T'Danu: Overlord of Aal, the First Song, First Seed of the K'ryl; of the Igigi, the Watchers themselves. Ruler of the Fae of Aal. Husband to Ku'tu, the Dragon Queen of Aal. Wielder of Fresswelle, one of the Nine Dragon Foci of his cosmos. One With the Dragon, able to invoke the Eye of the Dragon. Leader of the forces of Aal who gave the Vanth'Vash'Var one of their most difficult battles, brief as it might have been. Zon was a true mensch. He gave me the best intelligence ever regarding the Vanth'Vash'Var. He also sacrificed himself to save his people, who now inhabit Fresswelle. His mistake was to make it personal and try to blame me for stuffing the Song of the Sidhe of Aal into Fresswelle along with his Tuath Dé. Bastard actually laid hands upon me! But that shit stopped quick when I caused Sol to become centered on us. Chaos plus sub-simulations means only more chaos, obviously.