



- Glossary -





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This Contact was made in Colombia.

Pain is inevitable...  
But suffering is optional.





## - Glossary -

### *Cosmos*

**Black Sphere:** The centre of everything. Essentially nothing, it is considered to be a black sphere of nothingness that resides in the centre of the universe drawing everything into it as an endless vacuum.

**Eoris:** In Sren (main language of Planet Eoris), the “dream of the universal consciousness”.

**Eos Dimension:** The Inner Existence of an individual’s mind. It is a subconscious dimension where all thoughts, dreams, memories, feelings and emotions create a new parallel world similar in many ways to “reality”.

**Erion Kalahs:** Also known as the Black Sphere, it is the very manifestation of nothingness, an eternal vacuum which resides in the centre of the universe.

**Final Frontier:** It is the place where the waves of the Great Spirit crash and touch the waves of Planet Eoris that spread beyond the Horizon of Soliloquy. Since a fragment of Planet Eoris exists beyond the Horizon of Soliloquy it is only reasonable to think its waves are “present” in the Lost Existence. This paradox gave rise to a new theory that conceives Eoris as an independent existence, a new God, with a new universe... perhaps the offspring of the Great Spirit herself, perhaps simply a new source of consciousness and life.

**First Frontier:** It is the boundary where the waves generated by the existence of Eoris are destroyed by the waves generated by the existence of the Great Spirit. Eoris the Planet, also creates waves like God’s. These however, are very weak and are overcome by the force of the Waves emerging from God in the White Ring.


**Great Spirit:** A female entity origin of the Wave of Existence. Also known as God.

**Horizon of Soliloquy:** It is the boundary of the universe created by the Waves of Existence, the point where all waves coming from the Great Spirit resonate and become one. Essentially the end most part of the universe where the Wave of Existence crashes against itself creating a visible frontier of energy the “end of the world”.

**Inner Existence:** The Inner Universe of the Great Spirit. Existence as a whole.

**Inner Universe:** An individual’s internal existence. The world of an individual as conceived by his or her senses, including dreams, thoughts and memories.

**Jesinthis:** Also known as Universal Matter, it is the primary and essential form of matter in the universe. In theory it is unbreakable and has an unlimited amount of energy. Many things in nature are made of this and the material is therefore coveted by most as extremely valuable. The Horns of the Enlil, the bones of the Baarin, the fangs of the Evlien, the eyes of Eorisien all have a small percentage of this element. Though complicated industrial processes the refined Jesinthis may be extracted.



**Lost Existence:** All that lies confined in timelessness beyond the Final Frontier.

**Outer Existence:** All that lies between the White Ring and the Horizon of Soliloquy. It is the largest fragment of the universe and home to Ystaria, one of the only parts of Planet Eoris that bears life.

**Planet Eoris:** Birth place of life.

**Reality Symphony:** It is the universe as perceived by each individual consciousness. There are as many Reality Symphonies as there are beings in the universe.

**Solar Existence:** All that lies between the Black Sphere and the White Ring. It is home to Planet Earth, her Sun and countless galaxies. Waves within the Solar Existence travel into the centre of the universe, the Black Sphere, and fade.

**Sren:** The language of the Great Spirit. It is mainly spoken in Planet Eoris and its nearby galactic systems.

**Universe of Eoris:** The Inner Existence of the Great Spirit. The world as conceived by God. It encompasses everything.

**Universal Structure:** The variations in the Wave of Existence which we perceive as objects, individuals and concepts, created by the organisational flow of the three interdependent infinitely small “Rings”. Like strings they vibrate and circle one another to create different compositions of energy.


**Ring of Existence:** It is the ring that defines reality.

**Ring of Essence:** It is the ring that defines the fundamental nature of things.

**Ring of Energy:** It is the ring that gives motion and permanency through time.

**Wave of Existence (Eos):** Known to the masses as the Waves of Existence or Eos, it is the unique, indivisible vibration that generates the universe we feel. It is the pure form of all objects and beings.

**White Ring:** An enormous ring of universal matter which irradiates vast amounts of white light into the universe. Its motion amplifies the Eos. It is also the original home of the Great Spirit and it resides in the centre of the universe. It is also known as the ‘First Echo’.



# *Beings*

In order of importance/origin/relevance.

**Shevat:** The Great Spirit and the Aiej. All “celestial beings” are deemed to be Shevat.

**Aiej:** All Spirits that exist in the universe and are part of its integral nature and fundamental form. The spirit of something must exist or else that something simply can't be.

**The Kalei:** The fifth born, inhabitants of the White Ring. Spirits of life in the White Ring, God's original Home. Inhabitants of the White Ring, also known as the Last Spirits. There are five different types and millions of different species. They descended from the heavens to destroy the Great Spirit.

**The Ziél:** The sixth born, soul of the Solar Universes. Spirits of life in the Solar Existence, where our Earth resides. The Spirits of the Solar Existence, also known as the Twilight Spirits. At some point in history they emerged from the darkness of the Solar Universe seeking to destroy all but the Great Spirit.

**The Nisán:** The seventh born. They “live” beyond the end of the known universe. Spirits of “life” beyond that which exists.

**The Animal Spirits:** The last born. They evolved into being through time and they all live on Planet Eoris. There is one animal Spirit for each species of living creature or plant in the universe. When a species goes extinct the Spirit dies with it.

**The Sil:** The first born, origin of life and Spirits of the Outer Existence. Spirits of life in the Outer Existence. Spirits of the First Sphere, the Spirits of the Outer Existence. They are the descendents of the Four Children of God, bearers of the great Spirit's bloodline. There are four type of Sil:

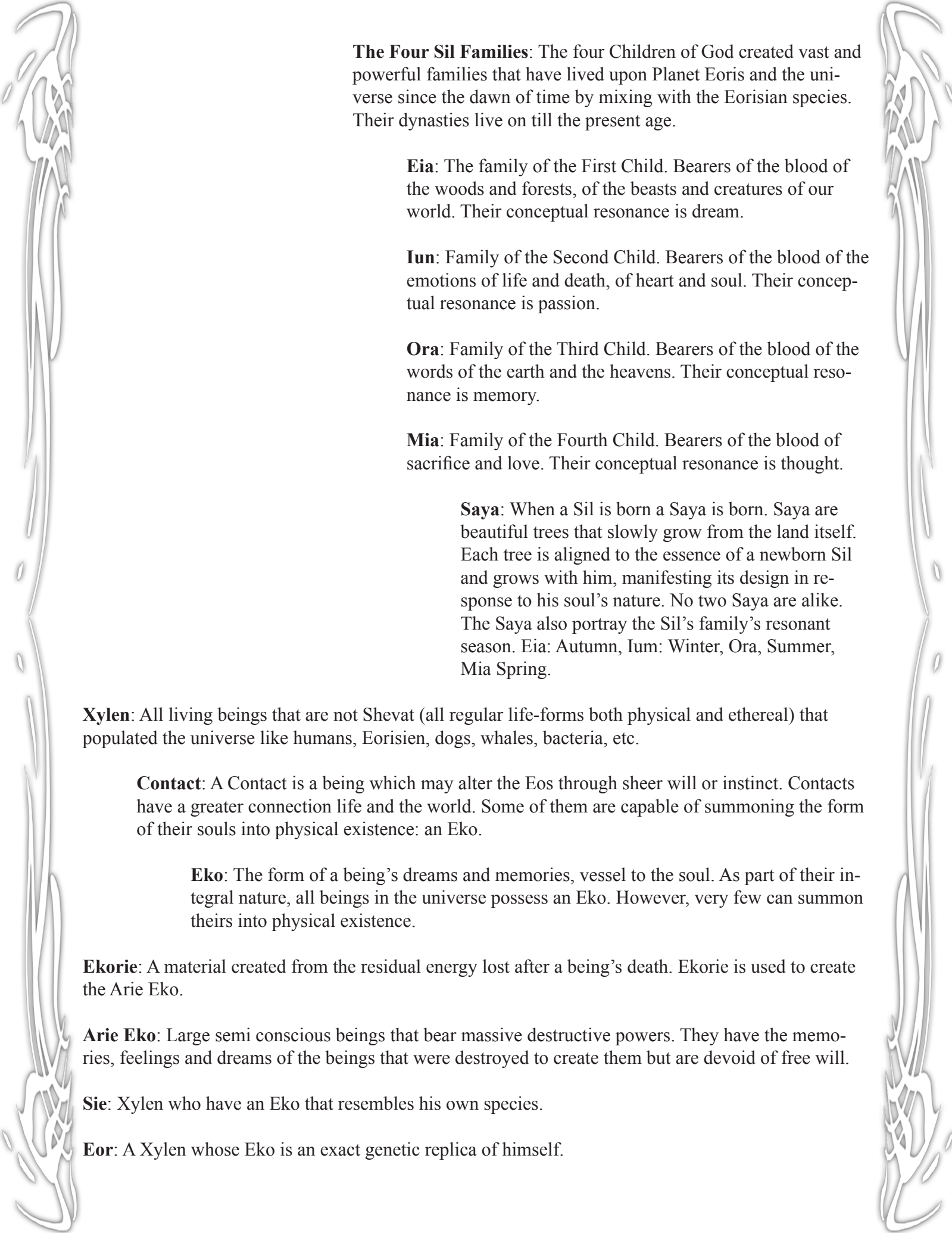
**Sil Sil (or just Sil):** The lowest state in “earthliness” within the Spirits of the First Sphere. Their soul is aligned to the essence of creation. They bear few aspects of God but are regarded as mighty beings nonetheless.

**Sil Siberis:** A higher state in earthliness within the Spirits of the First Sphere. Their soul is aligned to the essence of creation. They bear many of God's Aspects, making them very powerful and loved/feared by most.

**Sil Sera:** The highest state of earthliness within the Spirits of the First Sphere. Their soul is aligned to the essence of creation. They bear almost all of God's Divine Aspects.

**Id:** Any Sil Sil, Sil Siberis, and Sil Sera whose soul is aligned to the essence of destruction.

**Children of God:** The four children born in Eoris as the first living beings in the universe. They and their kin are known as the Sil.



**The Four Sil Families:** The four Children of God created vast and powerful families that have lived upon Planet Eoris and the universe since the dawn of time by mixing with the Eorisian species. Their dynasties live on till the present age.

**Eia:** The family of the First Child. Bearers of the blood of the woods and forests, of the beasts and creatures of our world. Their conceptual resonance is dream.

**Iun:** Family of the Second Child. Bearers of the blood of the emotions of life and death, of heart and soul. Their conceptual resonance is passion.

**Ora:** Family of the Third Child. Bearers of the blood of the words of the earth and the heavens. Their conceptual resonance is memory.

**Mia:** Family of the Fourth Child. Bearers of the blood of sacrifice and love. Their conceptual resonance is thought.

**Saya:** When a Sil is born a Saya is born. Saya are beautiful trees that slowly grow from the land itself. Each tree is aligned to the essence of a newborn Sil and grows with him, manifesting its design in response to his soul's nature. No two Saya are alike. The Saya also portray the Sil's family's resonant season. Eia: Autumn, Ium: Winter, Ora, Summer, Mia Spring.

**Xylen:** All living beings that are not Shevat (all regular life-forms both physical and ethereal) that populated the universe like humans, Eorisien, dogs, whales, bacteria, etc.

**Contact:** A Contact is a being which may alter the Eos through sheer will or instinct. Contacts have a greater connection life and the world. Some of them are capable of summoning the form of their souls into physical existence: an Eko.

**Eko:** The form of a being's dreams and memories, vessel to the soul. As part of their integral nature, all beings in the universe possess an Eko. However, very few can summon theirs into physical existence.

**Ekorie:** A material created from the residual energy lost after a being's death. Ekorie is used to create the Arie Eko.

**Arie Eko:** Large semi conscious beings that bear massive destructive powers. They have the memories, feelings and dreams of the beings that were destroyed to create them but are devoid of free will.

**Sie:** Xylen who have an Eko that resembles his own species.

**Eor:** A Xylen whose Eko is an exact genetic replica of himself.



**Arisie:** Xylen who have an Eko that resembles a wolf.

**Scian Templar:** Contacts who serve the Cerian Tree of Thought and its Emblems (philosophical groups) with the purpose to aid civilisation or, because of the Black Howling, to destroy it.

**Vanadis:** Perfect amongst the Scian Templar, the Vanadis are the strongest of the Templar warriors and quite possibly the universe. Although no more than a handful of individuals have gained this title, many Templar seek to achieve this honour before they pass on. It is the single most grandiose title a Templar can hope to achieve in his lifetime.

**Kae Engine:** Refers to any artificial solitary engine which bears the form and programmed conditioning necessary to act independently bound only to its initial programming. They are sentient. It is the life created by life through Saeia. Usually used as elite soldiers, these A.I organic bodies are said to have developed a soul of their own and the people respect them and treat them with care. However, there are some who still consider them soulless, and therefore have little sympathy for their sufferings.

**Kaia Engine:** Refers to any artificial solitary engine which bears the form and programmed conditioning necessary to act independently. They are bound to their initial programming and their master's will. They are none sentient droid like organic bodies which are used to aid civilisation. They are nothing but programmed objects, not nearly close to having a consciousness or life of their own. They are usually built to resemble animals that travel along with their masters and help them with any Saeia related tech use. They are walking Saeia "robots" that provide any help a Saeia crystal may but with a rationale of their own programmed into the Kaia's core.

**Dominant Species:** There are six dominant species in the region of Ystaria, the Eorisien, the Enlil, the Evlien, the Leorich, the Hurun and the Silthen.

## *Mysticism*

**Ys:** Name given to the essence of creation. Anything that happens energy-wise related to creation is deemed to be Ys.

**Iseai:** Name given to the essence of destruction. Anything that happens energy-wise related to destruction is deemed to be Iseai.

**Hellar:** It is the name given to the Horizon of Soliloquy by the ancient tribes of Planet Eoris. It translates to the "Line of Fire".

**The Ten Elements:** There are ten primordial elements which constitute the fundamental ways of matter, fire, water, wind, earth, electricity, metal, wood, ice, purity, and celestial.

**Galen/Kriss/Ju:** The inner power, an energy contained within every living thing. When awakened, it is greater than the energy of a billion dying stars. Never has this been fully awakened before but many cultures have traditions that related or envision this as the ultimate for of enlightenment in life prior to death.

# Life

**Ilventia:** The fauna and flora found within the clouds. It is an ever changing realm filled with creatures and plants of every size and nature, who live in a world of constant destruction and creation, as the clouds fade and are rebuilt. Above the clouds and within them landscapes are formed where life prospers. It is a paradise where mist and cloud forms a new surface with new life. It is also home to floating lands; trees, islands and continents that inhabit this windy region hovering above the seas as rulers of the eternal blue.

Most planets in the Outer existence do not have an Ilventia. The Ilventia in Eoris is primarily dominated by the Cinher, the five central continents that hover above the waters. Cloud realms are too ephemeral to represent on the map.

**Aia:** All fauna and flora found in the surface of Planets.

**Salia:** All fauna and flora found within the waters.

**Ereu:** All fauna and flora found within the soil and stone of the terrestrial world. It is a place that seldom if ever moves. However, when it changes, it does so in furious rage altering all and bringing death and life anew.

**Nagas:** All fauna and flora found beyond the sky, far into deep space where the stars and the nebulae live. It is a vast space where creatures of every size, some larger than moons, live. It greatly resembles the seas of our world.

# Places

**Aris (the city):** The floating city used to exile the region of Iesaia many years before the Black Howling and the formation of Ystaria.

**Heaven Saeia (Ris):** A series of writings that hover in the skies of Ystaria. It is believed that these markings create the winds of Ris; the forces that allow the Ilventia to exist. They can be seen on the map.

**Eoran:** The first piece of land in the universe after the White Ring. A floating continent which hovered above the waters of Eoris. This continent was broken in thousands of pieces which fell into the seas to later conform the three Great Regions of Iesaia, Ersalia and Ystaria.

**Iesaia:** The second largest of the three regions of land resulting from the destruction of Eoran. It lies in the Second Rim and is also known as the ‘Collective Unconscious’.

**Ersalia:** The largest of the three regions of land resulting from the destruction of Eoran. It lies in the Third Rim and is also known as the ‘Personal Unconscious’.

**Ystaria:** The smallest of the three regions of land resulting from the destruction of Eoran. It is also known as the First Rim. It is home to the four families of the Sil and the new residence of the Great Spirit. Ystaria is the only fragment of Planet Eoris that lies outside of the Horizon of Soliloquy. The region is broken down into four Dominions, Salia, Aia, Ilventia, and Nagas. It is also known as the ‘Consciousness’.



**Dominion of Salia:** The oceans of Ystaria. Named after the Fauna and Flora of the waters.

**Dominion of Aia:** The surface of Ystaria. Named after the fauna and flora of the surface.

**The Four Realms of Aia:** There where the essence of the Sil families rests four different Realms came to be where the laws of nature are bent to suit the Spirits' will. Although subtly, the "magic" of the Spirits of each dynasty alter the way certain things work within their realms.

**Eia:** It is the Realm of the Eia family.

**Iun:** It is the Realm of the Iun family.

**Ora:** It is the Realm of the Ora family.

**Mia:** It is the Realm of the Mia family.

**Dominion of Ilventia:** The skies of Ystaria. Named after the fauna and flora of the skies.

**Dominion of Nagas:** The outer space that rests above the skies of Ystaria. Named after the fauna and flora of the depths of the universe.

**The Three Moons:** Life bearing planets that hover above the surface of Ystaria.

**Lierin:** The moon of Anger.

**Ushuala:** The moon of Tranquillity.

**Shievia:** The moon of Earthliness.

**Temple of the Great Spirit (AKA the garden of God):** Home of the Great Spirit in Ystaria at the heart of Atara tha capital city of the Republic. It lies at the top of the Sanctuary.

**Planet Earth:** Our home.

**The Twelve:** Name given to the Twelve largest ethnic groups of Planet Eoris.

**Oraia:** It is the Empire of the rising tree, the ancients and the Nagas, a land of communion with nature and its ways.

**Erianor:** A land populated by independent tribes unbound by any governmental or institutional law.

**Avendal:** The republic of wind, water and foam, of cities that sleep beneath the waves.

**Eonir:** The frozen empire of the eternal night, where the chants of the mighty warriors hail the rising moons.

**Eavan:** The land of the kingdoms of the soul forging blacksmiths where untameable fire runs through land and veins.

**Ceres:** The kingdom of the architects and the Animal Gods.

**Misae:** The kingdom of the Great Tree, where the power of minds and spirits is brought forth through the search for knowledge.

**Iranea:** The lands governed by the council of the Seren, where a few who live in halls of stone have risen to gain the form of the Eanadis.

**Alarise:** The vagrant empire of the winds, shrouded by clouds and uplifted by the songs of the Aventia.

**Inariel:** The Empire of power, where the blood of discipline feeds the rose of beauty.

**Kay:** A land where the spirit of the nomadic soul is forged by the temperance of struggle.

**Inaoris:** ... (the idea is for you to come up with this one).

**Supra-national Republic of Ystaria:** The primary governmental institution of the unified Ethnias of the entire Outer Existence. More than a thousand tribes and nations from the planet and its nearby galactic systems conform the Supra-national Republic, yet, it is the Twelve largest Ethnias of Eoris who rule its council and form its ruling body.

**Council of Atara:** The gathering of the Twelve ambassadors which rule over the city of Atara. They are direct rulers of the Tree Continent of Belem and all of its nearby cities and provinces as well as the conclave that safeguards the will of the Supra-national Republic of Ystaria.

**Atara:** It is a city created from the remnants of the transport used in the exile of Iesaia (see page 93). It is the most important city in Ystaria, so big and powerful that it rivals entire Ethnias. The city is ruled by the Council of Atara, which is made up of the ambassadors of the Twelve. It is also the home to the Cerian Tree of Thought's Sanctuary.

**Floating Citadels of Belem:** The citadels are research and development facilities of the Emblems created to further the reach of the mind's potential and its use in the universe. They hover above the city of Atara as floating fortresses.

# Philosophy

**Aris (The Secret Order):** The conclave of the four Sil families founded the Order with the purpose of protecting the Sil and in order to reach the Great Spirit through the accomplishment of her mandate.

**Ishlearia:** A secret society that strives to destroy the Sil and the Kalei in order to safeguard God and the entire existence. The Order was ideologically and religiously organised by its unknown founder and leader as a divine society whose purpose was perceived as necessary and, above all, Earthly. All its members believed that the destruction of the Sil and the Kalei – who had, paradoxically, both saved the region during the War of the Twilight Spirits – was the only path to eternity and salvation. The Order's members were, in general, highly religious; most of them belonged to the Cerian Tree of Thought or were powerful members of tribes and sects.

**Cerian Tree of Thought:** Named after the only organism in perpetual growth towards the heavens, the Cerian Tree of Thought is the most important truth seeking foundation in the Outer Existence. In its origins it was created as a religion that embraced the power of the mind and its potential to question the universe and find the truth of it all.

**Cadrin (Reincarnation):** The Cadrin believe in the reincarnation of the soul and that each life is a single step in the long path to perfection.

**Embera (Introspection):** The Embera deny reality and believe that all truth lies within.

**Sciencia (Science):** The Sciencia believe that the universe is one, that there are no secondary dimensions of thought or alternate realities. Its principles are completely bound to scientific laws. It truly and simply exists.

**Rien (Knowledge):** The Rien believe that knowledge is power and that the only true purpose of being is to understand the universe and, thence, be as the God.

**Solaria (Will):** The Solaria believe that divine balance can only be established under the rule of the Great Spirit, and that her command is the absolute will of the universe and it is their divine duty to fulfil it.

**Ashe (Justice):** The Ashe believe in earthly, universal justice as the pillar of order, nature, and existence.

**Inanis (End):** The Inanis believe in the necessity, sanctity, and inevitability of death as a part of time and the universe.

**Idaries (Solitude):** The Idaries believe that I, the individual, is the only thing that is not the Great Spirit.

**Antaare (Balance):** The Antaare believe that the absolute truth will only be revealed when the universe attains absolute balance.

**Ainin (Silence):** The Ainin believe that there is no point in having a philosophy regarding the universe, time, space, or the Great Spirit. They believe that one must not burden one's self with unsolvable questions. On the contrary, one must simply live according to what one feels is right whether one is correct or deceived.



**Neiu (Perseverance):** The Neiu believe effort is the very engine of reality. It is because we wish to continue living that we can carry on existing.

**Auren (Power):** The Auren believe in the nature of superiority. Consequently, those who have power have the earthly right to own what they can control, even at the expense of others. They believe in evolution through the rise of superior individuals, superior species, societies, philosophies, religions, cultures... They believe even the Great Spirit is subject to this law.

**Arcanis (...):** The Arcanis reject all organisations and hierarchical structures of belief and reason.

**Aien (Imagination):** The Aien believe that everyone, everything, every thought is the Great Spirit and that reality can be reshaped by the power of imagination and understanding.

**Lioren (Instinct):** The Lioren believe that the universe is the product of instinct. They believe that by acting through pure impulse one can achieve a higher connection to the Great Spirit and to the universal principles of life and existence.

**Ilseia (Chaos):** The Ilseia believe that the absolute truth and the fundamental principles of existence (even those of God) are variable and chaotic.

**Ebanastre (One):** The Ebanastre believe that the Great Spirit's consciousness is divided amongst all who live. They believe that a true Universal Spirit will awaken if we all come together and realise that we belong to each other. We are all as one; we are all a part of the whole.

**Narestril (Sensation):** The Narestril believe that accumulating empirical knowledge through the senses is the only way to truly come alive and be as the Great Spirit.

**Elegia (Emotion):** The Elegia believe that feeling and emotion are the only true connections to the Great Spirit.

**Aleara (Love):** The Aleara believe in love as the foundation of existence.

**Zalen (Identity):** The Zalen believe that the universe and all of its creatures and components have an identity which is absolutely unique, and that any notion or conception is necessarily different from the other.

**Alhaim (Control):** The Alhaim believe that the Great Spirit is the engine of the universe, but life and, more importantly, intelligence are the true will of existence. They believe the Great Spirit must be controlled so that existence can find a true purpose. This is why life exists.

**Acheus (Dream):** The Acheus believe that we are all dreaming, even the Great Spirit. This means that whatever happens in this universe may define our personalities in a real universe that will rise in "death".

**Shai (Purposeless):** The Shai deny the Great Spirit's earthliness. They claim that, although she is the source of existence, her essence is not divine. They claim, instead, that she is as ordinary as the light that feeds a plant.

**Kelian Religions:** Name given to any form of conventional religion based solely on the power of faith and belief.

**Kelian Idvelaien:** Religions that worship destruction as the true finality of the universe.

**Kelian Evastia:** Religions that worship creation as the true finality of the universe.

## *Objects*

**Links:** The currency of Planet Eoris. Coins created out of pure energy that can be pulled in and out of the Orus Universal Network. The coins literally vanish from the user's hand and into her account. She can then use an Orusaie crystal to refurbish the coins to physicality or make a direct transaction to another's account.

**Valestia:** Special items made of pure Universal matter. They allow their bearers to connect to the Universal Structure of the Eos thus granting its user's great power.

**Kaeran:** Weapons or pieces of armour forged to contain the spirit and body of an Eanadis (dragon). This creature can be summoned by breaking the weapon or armour. As the beast goes back to its dormant state at the will of its master, the object is regenerated. They were created in Eavan by the Sil.

**Kaalen:** Items forged from Universal Matter which feed energy into an Eko allowing it to gain wonderful powers.

**Key of Eerthis:** Also called the Awakening, the keys of Eerthis are small crystal-like contact lenses that bear a glowing symbol in their centre. They grant their bearer the Sil's Earthly Aspect of God, "Visions of Essence".

**Naie:** Small crystals that are created in public Saeia terminals known as Orusaie. These small crystals, the Naie, may then be carried by the user until it is lost or broken. The Naie will serve only the one being who created it for free out of the Orusaie. Naie crystals serve two main purposes: access to the Orus network and simple money (links) transactions from one user to another. The crystals may also render links into energy as the links are stored in the user's banking account as pure energy.

**Orusaie:** Huge crystals found in public squares from where the people access the Orus network or create their Naie for free. These large crystals serve a public service and are therefore found only in large urban areas. Village people must travel to a city to get their Naie.

## *Psychological conditions*

The turmoil of the Black Howling has created a series of common traumas in both the Sil and the contacts that experience the war face on.

**D.I.D:** Stands for Dissociative Identity Disorder. It is the inability of an individual to cope with the universe and the consequential birth of a multiple personality disorder.

**De-personalization:** Depersonalization refers to feeling unreal, somehow removed from one's self, and detached from one's physical and mental existence, body and mind. The individual feels like a powerless observer of his own life and may actually see himself as if he were watching a movie, assuming the decisions taken by the body he sees as his are not his own.

**De-realization:** De-realization refers to acknowledging familiar beings, objects and surroundings as if they were unfamiliar and strange or unreal.

## *Science*

**Saeia:** Based on the fundamental Theory of Everything that states that the universe is without parts and composed of waves, Saeia, or Thought of All Nature, is the application of the science of the Wave of Existence. Through it the Eos may be manipulated to render reality and its laws malleable. Currently there are five Saeia Essences (disciplines of Saeia that focus in one aspect of existence). Originally ten essences had been discovered but most were lost during the war of the Twilight Spirits.

**Runic Saeia:** The Saeia inscribed within runes written in the universal language. That which is written is summoned from the Eos through the forces of a beings vital energy.

**Songs of the Saeia:** The Saeia written in songs, mantras which alter the way of reality through its vibrating resonance.

**Crystal Saeia:** Any energy bearing crystal that uses the energy within to render the Eos malleable. They serve as personal computers that function through sheer will. They are common but not cheap at all. Entire families may all share one Saeia Crystal and pass it down through generations.

**Isthen Saeia:** The Isthen (fluid) form of Saeia is similar in many ways to the computer technology used on planet Earth. They are electronic devices that serve as a form of translation for those who lack the capacity to understand the complexities of Saeia Crystals and want to go beyond the conventional programmed uses of the crystals.

**Sil Relics:** Objects that use the advanced form of Saeia lost during the War of the Twilight Spirits, including its ten fundamental essences, Hesthia, Isthena, Ilesia, Eaia, Kielia, Ilenia, Uriania, Ashaia, Alcoria, and Orania. Certain Saeia bearing relics may still be activated and they have become priceless to various organisations throughout the universe.

**Orus:** A universal network of information that utilizes the very energy granted by living beings to exist. It was created by the flow of time and no one has absolute control over its functions.

**Song of Ceph:** It is a special form of universal vibration that renders all waves alike. In its simplest form it diminishes the frequency and magnitude of a wave to its purest or most common state.

**Encephalon link:** It is the process through which one being can enter the mind of another and experience that individual's Inner Existence.

**Phantom Consciousness:** It is the name given to waves that resemble those of a consciousness in every way but lack certain unknown aspects thus making them "life less". These waves are created when programming a Kae Engine or when trying to give life to what which has it no more.

**Arcam:** It is the process through which a Phantom Consciousness is imbued within a body of matter.



**Universal Simplicity:** Refers to the theological theory that states that the universe is bound to itself. This means that it is without parts. In general terms it states that God is a form of existence identical to the attributes of God.

**Terminal Interface:** The Shevat sometimes refer to the Xylen as terminal interfaces of God. The Xylen are supposed to be the means through which the Great Spirit interacts with them and the universe. Hence the Xylen are sacred to the Shevat.

**Void Soul:** The Sil consider certain individual forces to be vagrant fragments of the Black sphere. The Sil use this term when referring to the Eko.

**Engine:** A group of assembled mobile or immobile elements which, through the effects of their connections, have the ability to transform energy.

**Solitary Engine:** A specialized descriptive term used to refer to the Sil. However, the actual term is used to describe any machine which works with Saeia transferred energy. This means that it is independent of any other source of energy.

**Phantom Wave:** Phantom Waves are echoes created by exiting wave patterns as they bounce off each other. They disrupt the flow of the Eos creating subtle variations in reality. Some beings perceive these variations in their Reality Symphony as other-worldly manifestations of existence, déjà-vu and other strange seemingly metaphysical phenomena.

**Recurrence:** It is the term used to describe the cycle of life and the nature of matter, and the fact that life feeds on life.

**Death:** In the words of the wanderer, “as the seed (beginning) grows within, its form is restricted (determined) only by its womb, its universe is contained. So it is that life becomes a prison and death the only absolute freedom...”

**Destruction:** A term conjured to describe a process of change that cannot be fully perceived. The nature of everything is change.

**Creation:** The process through which a wave pattern begins to generate new energy derived from the motion of her own existence through time. It is believed that all wave patterns tend to fade for they cannot logically generate energy on their own. It is also believed that life itself is the engine that powers existence by bearing the ability to create energy out of nothing. In a way energy is life itself and the birth of new life is the engine of existence.

**Birth:** The spontaneous emergence of an independent Life Wave pulse resulting from two or more Life Wave patterns interacting in a specific form for a period of time.

**Reincarnation:** The processes through which the fundamental aspects of a Life Wave that begun to fade re-emerge with a new form.

# *Historical Events*

**Arie:** The destruction of Eoran, the first land ever to exist on Planet Eoris.

**Haekun Kriss:** A project financed and put into motion by the united nations of the ancient world of Eoris that lead to the war of Divinity. The project's ulterior purpose was to find a link or a path to heaven, or create paradise if it was not there already.

**Divinity:** The war that emerged amongst the nations of Eoris from the failure to reach or create heaven.

**War of the Twilight Spirits:** A universal war that confronted the Twilight Spirits and all other forms of existence. Over 99% of the total population of the universe was eradicated.

**Age of Rebirth:** The time that came after the War of the Twilight Spirits. During this period all surviving Ethnias and tribes attempted to reach new heights of glory and power by overcoming each other. A race for power ensued.

**Wars of Rebirth:** A series of small battles between the Ethnias and tribes of Ystaria that emerged after the War of the Twilight Spirits. Even though the largest Ethnias are united by the Supra-national Republic of Ystaria, their bonds are frail and the markings left by the deception and treason they suffered throughout the Age of Rebirth are strong.

**The Black Howling:** The time of the destruction of heaven as intended by the Third Child.

**The Celestial Mandate:** The voice of the true will of God hidden in the howl of the wolves that begs the Shevat to end her existence.

**Aio:** An unknown force of creation bound to Planet Eoris and the Sil that appeared during the Black Howling.

**War of the Last Spirits:** A conflict between the Shevat and the Xylen for the life of the Great Spirit.

