



THE CHRONOTRACE SEQUENCE

WE ARE THE TECHNOLOGY OF THE FUTURE

GLOSSARY

Acretian \ah-CREE-shun\ Stone: A stone that is poured out in liquid form. It sets quickly but can easily be formed and smoothed for some time even after it sets. It is similar in function to synth metal and char.

Almamenth \AHL-muh-menth\: Compound in the form of a paste which provides nutrients and strength to the user. Meant to be applied on the skin and absorbed over time into the body.

Anacite \AN-uh-sight\: An organic metal hybrid which is harder than iron, but light and self repairing. Grafted into the bones of escalon soldiers.

Ancillary Rim: Outermost district of Oasis.

Andros \AN-drohzh\: Derogatory term used by members of the Collective to refer to people lacking a bioseine.

Annex: A building connected to the Institute in the central district of Oasis from which the Developers administer the esolace.

Articulator: A large, bulbous piece of equipment with dozens of retractable cables. Used for remapping operations in order to wipe people's thoughts and manipulate their memories.

Assessors: The security force of Oasis. They have more access to control of the esolace than typical members of the Collective, but are themselves controlled by the Developers.

Atmos \AT-mohs\ Array: This powerful battery of machines keeps the environment of Oasis at a constant level and protects it from the storms that afflict the rest of the planet.

Atol \AH-tol\: Hot, grainy drink consumed by the Werin.

Axis Prime: The central district of Oasis. This is where the Institute and the Annex are located.

Azanya \ah-ZAHN-yuh\: Large tent used for Waymen dwellings, typically housing an eclectic group of Waymen who are not necessarily related.

Bioseine \BAHY-oh-sahyn\: An organic augmentation grafted into the people of the Collective which regulates their health and allows them to access the esolace. It can also allow people to communicate mentally with each other even when the esolace is not present.

Bismine \BIZ-mahyn\ : Yellowish crystals which absorb light and produce inordinate amounts of energy for their size. This is the main power source for all Oasis technology.

Blank: Term referring to someone or something without a bioseine or the ability to connect to the esolace.

Canter: Religious leader amongst the Waymen.

Celerium \suh-LEER-ee-um\ : Mineral that is capable of increasing the power efficiency of any machine to incredible levels. It is black with blue flecks and is nearly indestructible.

The Collective: Name for the general population of Oasis.

Developers/Devs: Also called Administrators, they run and maintain the esolace and the entire Oasis infrastructure. They have control over the lives of everyone connected to the esolace.

Deton: Compound of various rocks dried together. When struck with sudden force it explodes producing a concussive effect.

Escalon \EHS-kuh-lahn\ : Organically augmented soldiers that have accelerated metabolisms and andante infused bones. They heal very quickly and are hard to stun except through blunt force.

Esolace \E-soh-luhs\ : The molecular, city-wide network which connects everyone inside Oasis, allowing them access to all of the communication and informational resources of the Collective, including the ability to interface with all esolace enabled devices.

Etram: Type of stone which composes the vadis where water collects on the surface. Has a sponge-like consistency when wet, but when dry is a hard porous rock. It draws water from underground reservoirs and dries on its own, going through cycles of moisture and desiccation.

Extractor: A small device that mimics some of the functionality of the esolace such as information storage and retrieval. Usually worn by assessors in the form of a torc about the neck.

Falon \FAH-luhn\ : A member of the special guard assigned to protect a Reeve.

Fero \FAIR-oh\ : A hollow metal tube, used as a club and also a horn of warning by the Welkin.

Garrick \GAIR-ik\ : Coat with many hidden compartments typically worn by Waymen for desert travel.

Hard Link: The act of connecting to someone's bioseine when they are unconscious.

Hogar \ho-GAHR\ : Multi-chamber tent-like structure, used by the Welkin for living quarters.

Ishto \EESH-toh\: Welkin word for children. Could also be translated “rascal”. Feminine form is ‘ishta’.

Kaff \KAF\: Turban wrapped around the head and worn by Waymen for desert travel.

Kindred: Name of the language spoken by both Welkin and Waymen.

Knit: Societal organization amongst the Welkin consisting of groups of families; a tribe.

Lentes \LEN-teyz\: Small circular lenses with polymeric padding around the edges that forms a seal around the eye so that they can stay in place. They allow a person to see in the dark and to magnify what is seen.

Locus energy: Energy source which holds together non-living matter. It can be focused into various strains to be used in weapons, as energy sources, or to create barriers of various sorts.

Lucine \LOO-sahyn\: A gel used to augment the range at which a bioseine can connect to other minds or esolace enabled devices. Its development was abandoned due to potentially deadly side effects.

Lumin \LOO-min\: A small device, usually round, which functions as a light source.

Maneosis \muh-NOO-sis\: Religious leader amongst the Welkin who passes on the traditions and beliefs about Numinae.

Mendax Projector: A small sphere capable of mimicking the presence of a ship or some other mechanical entity. A highly advanced form of projection, it is capable of reacting to the environment surrounding it, including the behavior of intelligent beings.

Mosh: A lumpy paste eaten by Werin, made from sere powder mixed with water.

Oscillathe \AH-sil-leyth\: A class of weapon which comes in various sizes and forms, but which shoots forth an evanescence wave which dissolves or disintegrates living, organic matter by disrupting the zoetic forces which hold it together. The wave frequency can be diminished so that it merely stuns its victim.

Pallium \PAL-ee-um\ Generator: Small, bismine powered device which confuses anyone nearby with a bioseine into not being able to detect their presence. Not effective against large systems like the esolace or the quorum, but very useful against people who are not otherwise aware of the wearer’s presence.

Pana \PAH-nah\: General word of familiarity used by Welkin to refer to someone they are on friendly terms with.

Pinion: Short javelin; principle weapon of the Waymen.

Prism Screen: A black band worn about the wrist. It blocks all bioseine connections as well as all forms of energy or kinetic attacks. It even creates a distracting, shimmering screen around the wearer which prohibits memorants from reading the wearer’s thoughts. It can only absorb so much energy at one time, however. Concentrated streams of energy focused

on it will knock it out temporarily. This device was worn by Malthus during the events of *Through the Viscera* and given to Gavin just before he died.

Raker: Large, floating cargo ships which have locus energy barriers on top of them to protect their contents.

Reeve: Title for the leader of a Waymen thral (tribe).

Remin fluid: Liquid capable of storing memories. The memories can be recovered by drinking the fluid.

Sar \SAHR\: A Wayman camp.

Sere \SAIR-ey\: A soft, chalky rock that grows slowly over time in certain environments. It can be turned into a powder and if prepared properly, later reconstituted in water to use as food. The principal ingredient in mosh.

Service Ring: The district in Oasis between the Ancillary Rim and Axis Prime.

Sentients: Name of the survivors of the storm that destroyed Oasis who chose to try and break free from the Collective.

Shiv: Term used by Waymen meaning roughly “warrior” or “soldier”. Also refers to the knife-like weapons these warriors use in battle.

Shim: A derogatory term for another person used by the Waymen. Roughly translated it means someone of little worth or importance.

Solec: Drug with restorative and metabolism increasing properties. Very powerful but with negative side effects including extreme weakness and tiredness once it wears off.

Somatarch \SOH-muh-tahrk\: Mindless, soulless being who looks like an ordinary human but who is controlled completely by the Developers and has no will or personality of its own. Used primarily for military and intelligence gathering purposes. Also referred to as “ghosts” or “the soulless” by Waymen and “hollow men” by the Sentients.

Sopor \SOH-pohr\: Also referred to as ‘naptrap’. A powder made from combining the powders of griff and pheus rocks which will make a person unconscious nearly instantly if enough of it is inhaled. A handful of the powder can put an average size person to sleep for several.

Sovos \SOH-vohs\: Also known as a ‘sand duster’. A small, open-topped ship which is faster than a lev and may also be outfitted with weapons. Seats around eight to ten people.

Standard: Lowest ranking soldier in the Delegation army.

Steorra: Distance for measuring space travel. Equivalent to about 1000 light years.

Sunder: A Wayman with authority over a group of shivs. They are chosen by the Reeves from amongst the most brutal and ruthless members of the thral. It is not unusual for the next Reeve of a thral to come from amongst the ranks of the Sunders.

Taline \TEY-leen\ : A rock that can easily be turned into powder and mixed with water to form an acid that eats through most forms of metal.

Tasada \tuh-SAH-duh\ : Name for the eternal city in Waymen lore.

Thral: Societal organization of Waymen that has fairly fluid membership and is only really held together by a powerful leader (the Reeve).

Throng: A Wayman raiding party.

Tic: Unit of measurement. Roughly two kilometers.

Vacants: Fully grown adult bodies with no memory or personality. They are used by the Developers for creating somatarchs.

Vadi \VAH-dee\ : A geographical formation of living rock which accumulates water over time. Waymen usually make their camps close to vadis.

Vapors: Elongated, fast assault vehicles which have stealth projectors, allowing them to disappear for short periods of time. They also have blink thrusters which allow them to seem to teleport over short distances.

Vast: Term used by the Werin to refer to the planet's surface.

Viand \VAHY-and\ **Stream**: A molecular distribution system responsible for the sustenance and health of everyone connected to the esolace. When connected to this, a person has no need to sleep or eat and is protected from all forms of disease.

Virid \VEER-id\ **Ridge**: Elevated area on the perimeter of Oasis where the atmos generators are located.

Viscera: Name the Welkin use for the underground cavities in which they live.

Waymen: General term for the people who live on the planet's surface. They are nomadic and often raid others for supplies and goods. Though they claim to be distinct from the Welkin, they often absorb members of the Welkin into their numbers.

Welkin: Name of the people living beneath the surface of the Vast.

Werin \WAIR-in\ : Name used by the Welkin to refer to all people, whether Welkin or Waymen. The Welkin believe that the Waymen and Welkin are simply two groups of the same people, but most Waymen do not share this view.

Zoelith \ZOH-uh-lith\ : A small tool used to 'turn on/off' someone with a bioseine and also to perform 'maintenance' on their bioseine.

Zoetic \ZOH-e-tik\ **pulse/source**: Detectable energy signature given off by living creatures.