

## Aresine Chronicles Overview

- Wanted to write a “sequel” to “2001: A Space Odyssey”, i.e. a story that focuses on an era of humanity beyond the three gunas and beyond the end of the hero’s journey.
- Wanted to write stories that were not about manufacturing conflict. There are no good guys/bad guys. The goal isn’t to create tension, it’s to enjoy the ride.
- Wanted to envision a spiritually mature society where people are past violence, lies, theft, greed, and sensuality. Characters are motivated by service and fun as opposed to ego and fear.
- Characters have worked out most all of our normal problems but still have to deal with problems of meaning, growth, and relationships.
- Structure is meant to elucidate not obfuscate. Wanted to write in mostly chronological order and not use complicated timelines.
- The series never gets meta, tongue in cheek, or breaks fourth wall.
- Wanted to reflect on humanity’s existence as dependent on a larger biome.
- Wanted to envision a society where religion is all about inner experience.