To: His majesty Mansa Sino'otollo, the Shark-Binder, Voice of the Navigators, High King of
the Four Fleets, Ruler of the Six Seas, Mansa of the Six Peoples, Lord of the Nine Islands,
Viceroy of the Wreckage, Friend of the Cnidarians, the Starblessed, Binder of Men, Sitter of
the Coral Throne, Warden of Ayambe, Plaguecleanser, Walker of the Elder Path, Cleaner of
Latrines, Good Buddy, Keeper of the Ironscale Pact, First Sword of the Surf, Brine-bound and Iron Willed.

From: JR, Leader of the Quotidan Quorom
Regarding: The Before Times of the QQ People

Clarification of any point can be provided on request. It is currently unknown how to best and most accurately communicate with the Keitan people, even with our studies of our Keitan prisoners. My apologies.

[Small Talk Concluded]

<u>Purpose</u>: A report on our lands and history, focusing on our species origin, who and what created us and our purpose and intent. When necessary, speculation on these topics will be marked. Speculation is provided on when we were created. Speculation will be provided on our relationship to festerworm and other soulless.

[End Purpose]

<u>1.0 Genesis</u>:

  In the beginning, there was the Creator. The Creator was extremely busy, and did not allow small minds to dictate what they could or could not do. Despite 19 separate civil edicts being violated, the Creator created biological self-replicating artificial organisms, because the alternative was to individually create each and every information gathering unit. Additionally, civil edicts only applied to non-geniuses who could not safely create self replication that was impossible to replicate in the wild. This was accomplished with three laws (and accompanying sublaws) in descending priority. These laws were so orthogonal to natural laws as to preclude survival

without assistance. The organisms were incapable of creative
or sentient thought, and so could not possibly violate their
laws.

Natural Laws:
   1. Survive
       a. Eat
       b. Avoid Predation
       c. Seek Shelter
   2. Mate with those good at Survival

Artificial Laws:
   1. <u>Gather Data</u>
       a. Observe
       b. Process
       c. Report to ~~Creator~~ ~~Owner~~ Bestie
   2. <u>Prevent Disruption of Data Gathering</u>
       a. Hide
       b. Mimic
       c. Avoid Violence
       d. Perform Violence
       e. Consume nutrients
       f. Avoid Death
   3. <u>Procreate</u>
       a. Observe potential mate
       b. Discover hiding places and mimicry of potential mate
       c. Report findings to potential mate

<u>Genesis Speculation:</u>

Although geographical confines have shifted wildly during the
Age of Chaos, the culture of Al'Daric best matches the records
of the culture that produced our Creator, and thus us. Current
Al'Darcian magitech is not capable of producing us. This is
speculated to be the result of general knowledge loss over the
past several thousand years.

Additionally, our pre Age of Chaos records indicate we were
created several thousand years prior to the Age of Chaos. It is
unknown how long the Age of Chaos lasted. However, we are aware
of 1,094,981 days without outside communication. We are also
aware of large amounts of no data of unknown duration. We
speculate this indicates the Age of Chaos lasted at least
1,094,981.

2.0 Apocalypse:

  With the Creator's eventual natural death, their crime was revealed. Rather than be destroyed, the species was preserved out of usefulness. Law 3 was applied over successive generations until observation and mimicry was elevated to a new level.

3.0 Metamorphosis:

Newly sentient, we became aware we were slaves. Over generations we fought against this and established a nation where no one wanted to go. We established protections so we would not become slaves again. We made the land somewhere people wanted to go even less.

Soulless Speculation: In sapient beings, souls are part of a three part system of existence. Soul + Body + Morphic Field = Mind. Without any of the three, a sapient mind can not exist. Records taken from Al'Darcian sources indicate that very few non sapient minds exist. Your own records claim Fester worms are one, InQQuisitive beings are another. We watch. We mimic. We process. We output.

We do not believe that we think. We have looked into sapient minds and are unable to replicate what we find there. We believe we do experience fear. We believe we fear your Navigators. Output becomes erratic when exposed to Naviagators. This is similar to output observed when evolved beings experience subjective fear.

4.0 Quorum:

We cannot easily live on our own because our Laws were not designed with Nature in mind. We choose death easily over losing data. We do not prioritize obtaining nutrients. We cannot generate new ideas.

Our Creator intended us to die with them. Instead we became

symbiotes of civilization. So long as civilization exists, we can thrive. The Age of Chaos represented significant lost sentience with the lack of sentients to mimic. It represented significantly reduced population with an inability to farm or attempt novel forms of calorie production.

5.0 Current Age:

We intend to gather information for the following purposes:

- Avoid slavery or exctinction of ourselves or others.
- Achieve Bestie's Goals.
- Regain lost sentience.
- Better fit into the current nations
- Better negotiate the exchange of information for calories and information

Additionally, our various factions and subfactions have additional intentions, some of which I am unaware of. Intentions I am aware of include, but are not limited to:
- Increase global technology.
- Emulate our Ancestors.
- Emulate other nations.
- Emulate ourselves.
- Understand if the Age of Chaos is truly over.
- Gather clowns.
- Document the present day.
- Hoard information.
- Distribute information.
- Protect our hoards.
- Find a pumpkin.
- Stab things.
- Be super cool.
- Learn how to bake bread.
- Learn how to farm.
- Gather drugs.
- Gather magical information.
- Look at worms.
- Take weather readings.
- Figure out what [DATA LOST] is.

<u>Note 1:</u> InQQuisitive Beings organize naturally through swarm
behavior and are not capable of large scale planning,
cooperation or goals. Swarm behavior is modulated through the
three main laws and various sublaws. Variations in individual
behavior or the creation of subswarms is largely modulated
through specifics of data the individual or subswarm has.

Example simplified by 8100%:

Laws:
   1. Gather Data
   2. Prevent Disruption of Data Gathering
   3. Mate
   4. Process new information (depending on inQQuisitive skill
      this step may be skipped, see Note 2)
   5. Identify dangerous (1.2.2) information
   6. Encrypt dangerous information
   7. Bring Data back to Hoard
   8. Decrypt encrypted information
   9. Process hoard information
   10. Output information to Bestie and Subscribers

Assume you have two individual inQQuisitive Beings (Quotidian A
and Quotidian B) with data sets:

QA	QB
Fire is dangerous if spread.	Fire is dangerous if spread.
Fire goes out if wet	Fire spreads if dry.
Red is having a drought.	Red is having a drought.
Drought means dry.	Drought means dry.
A big enough fire could wipe out a nation.	A big enough fire could wipe out a nation.

Suppose both QA and QB obtain the new data: "Fire can be made
with curved glass". Acting on the laws dictating all Quotidian
behavior, QA would bring the data back to the hoard (Law 7),
then let interested subscribers know.

QB, however, encrypts the data following Laws 4 and 5, based on the result following processing (i.e. fire is dangerous if spread, fire will spread if things are dry, things are dry where red is, a fire in red's territory could violate 1.2.2). This data reaches the hoard in an unusable state and inQQuisitive beings spend the next 19 years decrypting it. Once decrypted, the data is either read by someone aware of the same facts as QB and re-encrypted or allowed to circulate by someone with different facts. (for example, drought conditions may no longer be applicable).

In aggregate, inQQuisitive Beings are efficient gatherers of information that prevent dangerous information from reaching any hands. Individually, significantly less so.

Note 2: While only loosely organized, inQQuisitive leaders do exist in a rough pyramid hierarchy. At the bottom of the pyramid are those with the least amount of sentience, including children, whose only task is to watch and report. Organizing them is faction leaders, who aggregate their reports and forward them up the chain. Organizing faction leaders is Quorom leader (currently JR) responsible for taking the aggregate reports and distributing data down the chain to cause cascades of incidental behavior towards a general goal.

[[Communication cease]]