

Neospare's Introduction to the Numogram

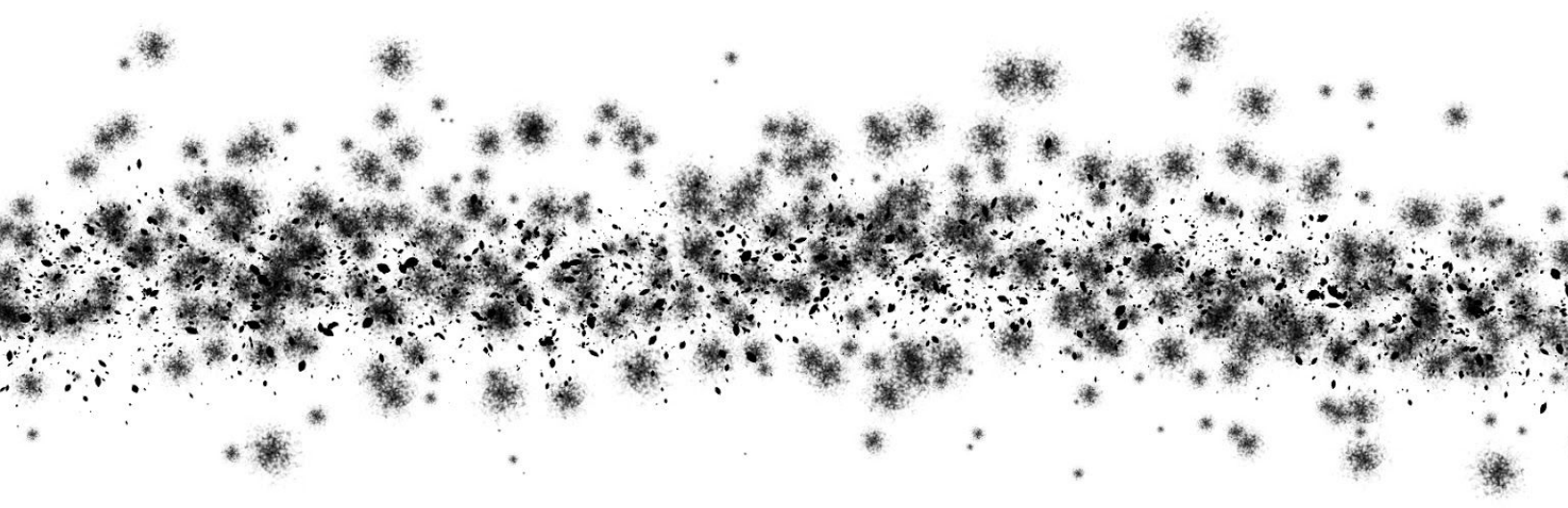
By Neospare :: featuring Vexsys

“Percentages, proportions, tables, ranks: on an individual level at least, this compulsion to count and record is regarded as pathological, an obsessive compulsive disorder which is widely understood as a kind of coping strategy, a way of quietening and quelling other unwelcome and obsessive thoughts.”

- Sadie Plant, [“Compelled to Count”](#)

Table of Contents

Magickal Prereqs	5
The Fundamentals of Magic by Vexsys	5
Neospare's Techniques	7
A Brief History of the CCRU	8
Numogrammatic Breakdown	9
Parts of the Numogram	10
Zone Associations by Vexsys	10
The Time Circuit, the Warp, and the Plex	13
Notation	14
Numogoetic Dissolution	16
Rites	16
Cthelll	16
Applications	17
Current Problems	17
Further Reading	18



Magickal Prereqs

The numogram is important *because* it is not any of the other pre-existing systems. Whatever you may already be trained in, it is important to come at this system without attempting to translate it entirely into something you already know. Let the system teach you about itself. If you see the numogram and treat it as a renamed tree of life, you will not understand what it really is.

At the same time, you're going to have to start with a belief in magic (or something that acts as such). You will need some experience with or understanding of what a spirit is, where power comes from, that numbers can be significant in and of themselves, etc. And you don't need to have all of the answers-- questions that you have can be explained between the system and your lived experience alone.

Here is a basic overview of what you'll need to bring to the table:

The Fundamentals of Magic by Vexsys

This is going to be a primer on what I believe are the fundamentals of magic. I am trying to come at it from a meta-level and I'm certain that all of these rules that I'm about to share are things that many many many other people have said in different ways. I'm writing this post largely so that I have notes to refer to whenever a future neophyte contacts me, asking to learn magic. My work with the numogram is very specific stuff, arguably "paradigmatic" in the sense that it's something you have to commit to, learn, and focus your time and energy on. It's a lens or map through which we can more quickly/easily understand the world.

Creating short-hand, lingo, metaphors, &c for our work is obviously incredibly useful, but neophytes tend to get lost in the verbiage instead of being able to dig out the aspects of a work that they really, truly, need. That's why the best introductory texts play it straight: no bullshit, just magic (or opinions on magic, obviously).

So, here are my (meta-)fundamentals of magic:

Source

No matter what, your power, your magic, has to come from somewhere. Whether that's your own personal power, a natural law, or the fairy godmother, sourcing your magic grounds your practice. It defines what's possible as well as how you go about doing something. It's just like in comic books and whatever else: a hero has to have gotten their powers somehow. Having that story makes it that much easier. Now, it's important to note that your source can be literally anything you need it to be and it can change over time, but at its core you can frame it however you need to frame it.

Imagination

The second thing that you need is imagination, or the ability to come up with how you might solve a problem in an occult way. This could relate to your source, or to the problem itself. Every problem has some type of solution, and occultism is just another facet through which you can solve those problems. That being said, there are also strictly occult problems (like a haunting) that require strictly occult solutions.

I debated whether to call this aspect inspiration or imagination, but I prefer the open-ended style of imagination better. The point is, just like with Source, there aren't any rules yet. You don't have to be ready to explain anything, you just have to follow your heart and your soul and see what happens.

Possibility

The third fundamental is possibility, and that could even be shortened to simply "ability" if one were inclined. Through examining our possibilities, we narrow down what we think we can actually do in our current circumstances. Now is not really the time to decide which possibility is our best option, but to brainstorm as many avenues of action as possible to bring about our desired effect. Do we need to bolster our defenses or go on the attack? Phone in a friend or an infernal ally? However, we should take the time to rule out things which we will never reasonably do. Anything that we're uncomfortable with or that has costs too high for our current situation should not survive this phase.

Action

In the fourth phase, our goal is to actually cast the magic. This means procuring materials, doing spellcraft, and then finally casting the spell. The specifics of that are obviously vague, but this is a meta-analysis after all! I think that this step starts from the moment you make a choice to cast a particular spell, so it includes within it all preparation, research, and perhaps early experimentation that may go into your final spell. I would argue that you can probably cycle through Imagination-Possibility-Action several times before you come out on the final step and actually get the results that you were looking for.

Change

The final fundamental of magic is change. By that I mean, your desired results occur and the world is different (i.e. changed) because of the magic that you did. Was it going to happen anyway? Probably not! Unless you believe in a true UNIVERSE (one-verse) where everything that ever was was always going to turn into everything that ever will be. Change is always happening everywhere we look. Is all change magic? I'll leave that one for later.

These five fundamental aspects of magic are the only thing that any neophyte needs in order to cast a spell. They might be able to make it through a sticky situation with only one or two things, but a long-term, robust practice ought to include at least some variation of all five. Every lineage that I've encountered along my own path could

be broken up into these five categories, even if a few of them morph into each other. Anything that could make use of these five categories can be used as a system of magic, no matter how obscure, strange, outlandish, or stupid-sounding.

Neospare's Techniques

The previous section is a widely applicable magic 101 that should work for everyone, but as this is the document I intend to personally point people towards, I will include a primer on my personal approach; advice I give will be based on my explanations below.

I have focused mainly on exploring answers to these questions: what happens when we dream? Are dreams real? When you read fiction, does it happen? How real is something that is "all in your head"? If these things are all real and true and happen-- which is what I concluded, based on the effect that dreams and stories had on me and my "real" life-- how, when, and where did the translation from the mind to the earth occur? Since I was starting with my mental experience, my practice intersects with psychology repeatedly. It diverges when I make logical (or otherwise) deductions of things that, by their nature, cannot be rigorously tested or proven.

Dreams are surreal, but they do not lack an internal logic. The occult works in the same way: just because the spirit seems incompatible with the mundane and visible world does not mean that you cannot still study that spirit. As a system becomes internally consistent, it acts more like narrative fiction-- and fiction is a real experience that affects you. You can use fiction to understand the world, and to make predictions about it.

I practice a living narrative, a story that updates when predictions based on it turn out wrong. It is a narrative that contains other narratives: dreams, real books, lies, truths, propaganda, science-- everything. And if life is already a fiction... might as well make it fun!

A Brief History of the CCRU

The Cybernetic Culture Research Unit (CCRU) is responsible for ccru.net, where the primary texts on the numogram come from. This is widely considered the “canon”, though it is not immune to additions, corrections, and subtractions.

The CCRU was founded in 1995 when Sadie Plant and Mark Fisher transferred to Warwick University. Sponsored by the philosophy department, they joined Nick Land and started by focusing on exploring “[cybernetics](#)” and “[virtuality](#)”-- both as more general philosophical concepts than the current colloquial meanings associated with computers. They drew heavily from the works of Deleuze, Guattari, and Burroughs, incorporating (among other things) rhizomatic connections and cut up techniques.



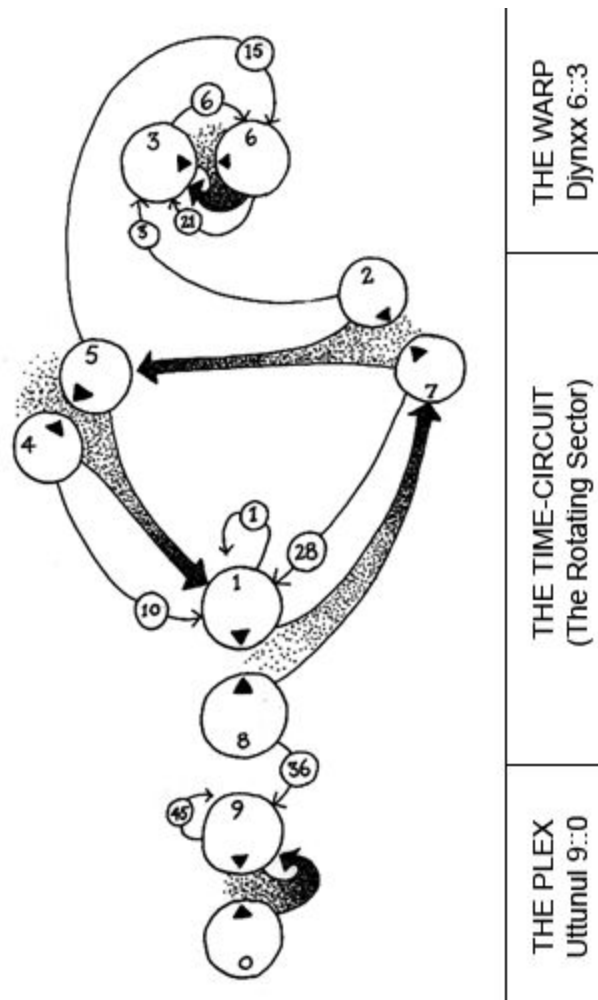
As their work progressed, Plant eventually left Warwick, likely due to institutional hostility. Under Land’s influence, the CCRU went more directly down an occult path. Based on <http://ccru.net/link.htm>, we know that the group’s members had at least passing familiarity with chaos magic, astrology, theosophy, and hermeticism (though certainly more). The CCRU became estranged from Warwick as a result of tensions with the institution and Land’s ongoing unorthodoxy and amphetamine habit and moved into a flat that allegedly used to belong to Aleister Crowley.

By 2003, the group had officially disbanded, and its members scattered to their own projects. Land, Fisher, and Reza Negarestani continued together in exploring reality and temporal manipulation via the [Hyperstition](#) blog until 2007. Several advances in numogrammatic magic have been worked on since then, but they are scattered and in various states of undress.

Numogrammatic Breakdown

[The CCRU website breaks the Pandemonium into two parts: the Numogram and the Matrix.](#) The former is a two dimensional map of numerical relationships that form the systematic justification and internal logic for the latter.

Before each part is defined, first understand that numogrammatic relationships are founded on two types of basic addition (and implied subtraction-- see vexsys's work on subplexing). "Plexing" is a mathematical act of adding each digit within a number, to each other: for example, 123 plexes (1+2+3) to 6. "Digital cumulation" is when you break up a single digit number into its parts down to zero and add them all together. So for example, 5 digitally cumulates as 5+4+3+2+1+0 into 15.



Parts of the Numogram

There are three parts of the numogram: zones, currents, and gates.

Zones are the large circles numbered 0 through 9. They come in “syzygetic” pairs that add to 9, and their orientation is determined by the currents and gates that connect them to the other syzygies.

Currents are the major movements within the numogram formed by subtracting the numerically smaller zone of each syzygetic pair from its larger twin. They are depicted as thick arrows whose base includes both aspects of its origin, and whose arrowhead points to the single digit zone solution. (Zone 7 minus zone 2 = zone 5).

Gates are represented by smaller circles and thin lines. They connect a variety of zones to each other, representing the starting zone’s digital cumulation and ending at the gate’s plexed value. (Zone 4 cumulates-- $4+3+2+1+0$ -- to gate 10, which then plexes to zone 1.)

Zone Associations by Vexsys

This section is excerpted from [Vexsys's Numerology pamphlet](#).

Zone 0

0 is associated with the sun, or with the endless cosmic void. 0 is the source of all things in the same way that the sun is the source of all life on this planet. It is the space from which everything was born of. In more contemporary feminist literature, 0 represents womanhood, femininity, etc, though it also represented yonic or whatever energies previously, though that’s usually framed through a childbirth/vagina worship type divine feminine bend, which is not the most useful thing in the world to contemporary occultists. That being said, it’s hard to talk about Source without talking about Divine Femininity even if it’s just to critique the people who make the connection. Zero seems to have all of the aspects of “solar energy” in other forms of magic, and can be used in conjunction with any other essence as a representation of any other planetary spirit (in other words, $1::0$ can also represent Mercury). While 0 is generally associated negatively with the notion of nihilistic void cults that seem contrary to its association with the sun, Bataille pushes back against this with his philosophical conceptions of the sun as the source of Too Much. In short, the sun is so immensely wasteful in its ability to give that even our societies have to find ways to squander the value that it brings to us, otherwise coming up against an infinitely unsustainable upward slope of creation and progress (or so the story goes). That being said, zone 0 leaves just as much room for doomsday void cults as well as solar worship. 0 is paired with 9 to create the syzygy Uttunul.

Zone 1

One, traditionally identified with unity and representative of the planet Mercury, can be argued as the fundamental building block of all other numbers (through tic-counting). One has two connotations, on the one hand as the singular or particular, on the other as the unified. Due to this association, one is generally considered the root of ego in the Occult Artes, (for example, Crowley's I-removal). Hermes Trismegistus, the origin of hermeticism, is commonly considered the same entity as Hermes, another name for Mercury. Mercury is not just about communication and relationships, but intelligence at large as well as medicine, healing, and the occult. Mercury is generally considered to be the father of magic in the same way that Odin discovered the runes. One is considered the root in AOE-based tree of life systems, suppressing 0-as-origin. Representing unity, 1 can be associated with the Creator God, not just the Christian archetype but others as well. However, the religious manifestations lie elsewhere. 1 is paired with 8 to create the syzygy Murrur.

Zone 2

Two is generally associated with duality and sexual reproduction. Two can also represent opposition, as classically represented in Land's Qabala 101 series. The second planet from the sun is Venus, representing love, sex, attraction, and beauty. Venus is one of Uranus' children, in fact one of his last children, strengthening the connection between Zone 2 and Zone 7. In traditional hermeticism, Venus is associated with creation as well as opportunity. This is especially important when it comes to the founding of new relationships, regardless of the specifics of them. Whether you want to have more friends or find true love, you'll probably end up working heavily with the number 2. Within the context of the time-circuit, it is zone 2 where the possibilities of time are enumerated at length before they are popped down or collapsed through the Hold current or spiral out of control towards the warp. The saying "two is better than one" comes to mind.

Zone 3

Zone 3 is an interesting zone, as the warp is a kind of untraceable set of events, possibilities, and ideals. As such, it can be difficult to pin down exactly what is meant by zone 3. Of course, zone 3 can represent the planet earth itself, the most important of all the planets (because it is the one that we're living on). However, most hermetic forms of magic and numerology kind of ignore the chthonic sections of magic in favor of celestial understandings of the cosmic order. 3 represents trinity, as in the Holy Trinity, but also encapsulates sphinx-time within it (past, present, future). In this sense, 3 represents abundance, especially when abundance has the ability to overwhelm. In tarot, 3 represents progress but also the beginning steps in taking advantage of an opportunity.

Zone 4

Zone 4 is the zone of Order, Completion, Structure, and Mars. Mars is about action but also and especially conflict, not just in the sense of battle/war but also in the sense of arguments, disagreements, and even more generalized notions of

“conquering” (be careful not to drift too far into the zone of Jupiter/5 with that one though). In the words of Rufus Opus, Mars is about getting laid and getting drunk when he’s not out on the front. 4 is about consistency and responsibility, the kind of number that you can bet on to do exactly what it is likely to do and to never stray from the path that it has placed itself upon.

Zone 5

Zone 5 is ruled by Jupiter and has to do with command and control, sovereignty, power, and respect. Jupiter is about receiving what you deserve (and using it to the best of your abilities as an extension of that). As such, Jupiter is very friendly and useful for those who need to do expansive magic (new jobs, new skills, more money, new house, etc). 5 is about coming into one’s own power and taking control of their environment, whether that’s through aggressive tactics of expansion or careful planning. 5 has a kind of root energy to it that envelops a practitioner in ability and vitality. Hence, Jupiterian magic is all about taking advantage of that kind of spirit.

Zone 6

6 is ruled by Saturn, the sixth planet and father of Jupiter. It represents scarcity in all forms, most especially the scarcity of time (Saturn is associated most prominently with death and failure). Saturn appears mean, cruel, and as a sort of “doombringer” on the surface, but the limits imposed upon us by him can also be useful. The reality is that the human self has limits, natural limits even that have been set by Nature herself, and those limits are very important to the continuation of the complex systems of life and the natural world that exist. Which is to say, even death has a function, in spite of the emotional impact that it has on our culture. 6, being the twin of 3, represents its decoding twin, scarcity. The two together entwine in an infinite feedback loop that ensure lunacy and constant, necessary change.

Zone 7

7 is about generations, cycles of rebirth and revolution, as well as luck and God. 777, for example, is one of the most holy of numbers in thelemic (as well as I think traditional judeo-christian) gematria. 7 is an important biblical number that also represents a kind of virtual free-space, it is where the actual runs off into the fantastical, leaving behind reason and logic in favor of the strange and apocalyptic. The seventh planet is Uranus, the original Father of all Gods in hellenistic myth, who was castrated and overthrown by his son Saturn. While Uranus is Gaia’s (3) lover, they do not share a direct numogrammatic connection save for Gt-3.

Zone 8

8 is about connections and dreams. Neptune, the eighth planet, is the god of the sea. The ocean makes up most of the earth and as an extension hides within it many secrets. 8 can be compared to the “interfaceable abyss”, wherefrom dreams, fantasies, and our deepest desires originate. This is reinforced by its position in the numogram, being the only link between the time-circuit and the plex. The abyss, however, is not a

nice and friendly one as one might think when they hear the word fantasy, for nightmares also live in zone 8: it is the zone of HP Lovecraft's horrific entities and (friends). 8, however, is just as much about balance and order as 4 is, but adding on an additional 4 directions. 8 is closer to a map of everything without being everything, and as such carries a sense of knowing associated with it.

Zone 9

9 represents everything. Not merely all possibilities, ideas, or actualities, but all of it together at once. It is a timeless representation of the all, but not in a unified structure, instead understanding the macro-level limit as the whole, but in a multitudinous sense. 9 is numerologically significant especially due to the way it acts in math. When multiplying, the numbers become 9, while adding 9 is the same as adding nothing at all. 9 is also the upper-limit of the single digit number line, representing the maximum before overflow occurs. 9 "fills" a space to its maximum. The ninth planet is Pluto, which represents death and the afterlife. However, death is not the end.

The associations from the CCRU website can be found here:

[Zone Zero.](#) [Zone One.](#) [Zone Two.](#) [Zone Three.](#) [Zone Four.](#) [Zone Five.](#) [Zone Six.](#) [Zone Seven.](#) [Zone Eight.](#) [Zone Nine.](#)

The Time Circuit, the Warp, and the Plex

When the zones and gates and currents have all been laid out according to the rules laid out above, the numogram divides itself into three major sections: the Warp (containing zones 3 and 6), the Time Circuit (containing zones 1, 2, 4, 5, 7, and 8), and the Plex (containing 0 and 9). While this trinity may appear at first to reflect earth, heaven and hell, it is a radically interpretation of those locations.

Generally, the Warp-- consisting fully of only the syzygetic demon Djynxx-- is associated with psychosis and the moon. Note how none of the current or gate-vectors offer an escape: don't get caught unaware! This is your first spiral.

The time-circuit is the past, present, and future in cyclical standard time. Which syzygetic pair is which, fluctuates. As a mundane experience, you could consider it earth; however, the lack of an end beyond either the past or future makes it incompatible with truly mundane life.

The Plex, Uttunul's home, is a sort of dark, primal abyss. If it is hell, it is not so much sulphur, fire and brimstone as it is darkly abyssal hades. It seems to be the most mysterious of the zones, but that is only because of its simplicity (everything and nothing). Besides the single lemur, this area is also the location of gate 45: Chtell, the home of all lemurs (see Cthell below).

Notation

Everything numeric and non-symbolic in the Matrix is simply a way to notate different relationships brought to light by the shape of the numogram. First published in Plutonics Volume 13, Vexsys breaks it down:

The Pandemonium Matrix is the bulk of the page and is a list of all unique net-spans and their associations. These entries are organized by mesh-value and each have the same general structure. This is Lurgo's entry:

Mesh-00: Lurgo (Legba). (Terminal) Initiator. (Clicks Gt-00). Pitch Ana-1. Net-Span 1::0. Amphidemon of Openings. (The Door of Doors). Cipher Gt-01, Gt-10. 1st Door (The Pod) [Mercury], Dorsal. 1st Phase-limit. Decadology. C/tp-#7, Mj+ [7C]. Rt-1:[1890] Spinal-voyage (fate line), programming.

There is a lot of information here and very little punctuation or explanation. It is best to simply explain it in order:

Mesh-00: The number of the demon in question. Mesh values go from mesh-00 to mesh-44
Lurgo (Legba): The first word is the name of the demon, while the word in quotations suggests a nickname or alternative name.
(Terminal) Initiator: This is Echidna Stillwell's translation of the name of the demon.
(Clicks Gt-00): A gate is clicked when a demon's mesh-value ciphers (see below) a gate's value
Pitch Ana-1: The pitch of a demon refers to how imbalanced it is in a positive or negative direction. A pitch can range from Ana-7 to Cth-7, including null pitch (perfect balance) between Cth-1 and Ana-1 (only used by the five syzygies).
Net-span 1::0: A demon's net-span shows the two zones that are the two ends of a demon. It is written in the Pandemonium Matrix as Bigger::Smaller so that it is grouped by phases, meaning grouped by the larger value in the net-span.
Amphidemon of Openings: This is the demon's title. A demon can be categorized as an amphidemon, a chronodemon, or a xenodemon based on which zones it traffics between and where they are on the numogram.

(The Door of Doors): An alternative title, referring to the fact that Lurgo is the first door because she begins the first phase of the numogram

Ciphers Gt-01, Gt-10: Refers to the gates that the net-span ciphers if the net-span were written as a number. Cipherying can happen with either value in either place, which is why Lurgo can cipher both Gt-01 and Gt-10. Cipherying can also be applied to all other related numbers (or unrelated ones).

1st Door (The Pod): Designates the demon as the first demon of a phase as well as describes what that phase symbolically represents in the parentheses.

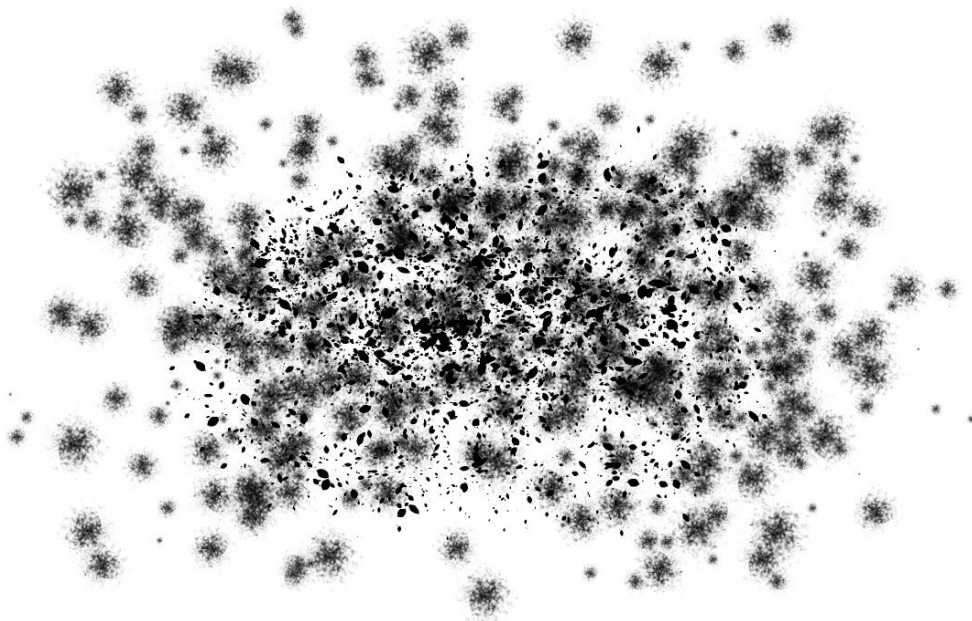
[Mercury]: This denotes which planet rules the demon's phase.

Dorsal: Denotes which part of the spine the phase represents.

1st Phase-limit: Denotes that this demon is the last demon of a phase.

Decadology. C/tp-#7, Mj+ [7C]: Denotes the decadology of the demon. C/tp- refers to the cluster type, while Mj+ denotes both the demon's major or minor status as well as its pitch polarity. These two aspects come together as [7C], which represents the 7 of Clubs card. This means that when playing the game decadence, the 7 of Clubs represents Lurgo.

Rt-1:[1890] Spinal-voyage (fate line), programming: This denotes the first rite of Lurgo, [1890]. Each number in the brackets symbolizes a zone that the rite moves through. The words that follow are the symbols and associations of the given rite. A sub-routine for a rite suggests that there is another path that the rite can take while still following the same order of zones, but Lurgo has zero sub-routines so this is left off of her entry.



Numogoetic Dissolution

Lemurs are the demon spirits of the numogram, so named as they are Lemurian (Lemuria being the other Atlantis). They are formed by the distance between any two zones. Lemurs, as the personifications of nummogrammatic relationships, are frequently described solely by their numbers; however, most of the character of the system is lost when you fail to treat the spirits as conscious entities.

I could fill a whole encyclopedia listing each lemur and everything we know about them. However, that does not suit the purpose nor format of this introduction; any such near-future document, aside from the original matrix posted on ccru.net, would have to be a living text, as the information is heavily unbalanced and incomplete. As a practitioner, it is at this time it is best to scrounge around the [original matrix list](#), see which description seems to best reflect your needs, and simply do your best to evoke them and see what happens!

Rites

There are multiple paths through the numogram that have the same start and end zones: these are, as mentioned above, rites/routes. The different zones used in the middle of the route give the particular in/evocation different flavors. Take Sukugool for example: Rt-1:[187254] takes you from zone 1, a grounded simplicity, and builds up through the entire time-circuit. The present grounding to possibilities (8, 7, 2) to destruction, completion (5, 4) takes you, via the meaning of those numbers, though the omen listed after the rite: "Cycle of creation and destruction." Meanwhile, Rt-2:[41]-- still the same lemur!-- takes you from completion (4) down underneath to the root: one. The listed omen (Submersion (gravedigging)) therefore describes gravedigging as going from a completion (of life) to becoming one with some abyss, via Sukugool.

Cthelll

Cthelll, gate 45, cumulates from and plexes to zone 9. Because 45 is the number of lemurs that there are, it is considered the "home of the lemurs"-- though how that can be physically their home when they are made of connections elsewhere is anyone's guess. However, if it *can* be their home, that means that gates are at locations at least, and I imagine 45 to be some equivalent of a large city.

Applications

In theory, the numogram can be applied anytime you could also use another kind of magic. With the dark tilt of the current omens, it may be prudent to use it only in similarly darker times-- though this is at your discretion. Curses are well suited to its monstrous inhabitants.

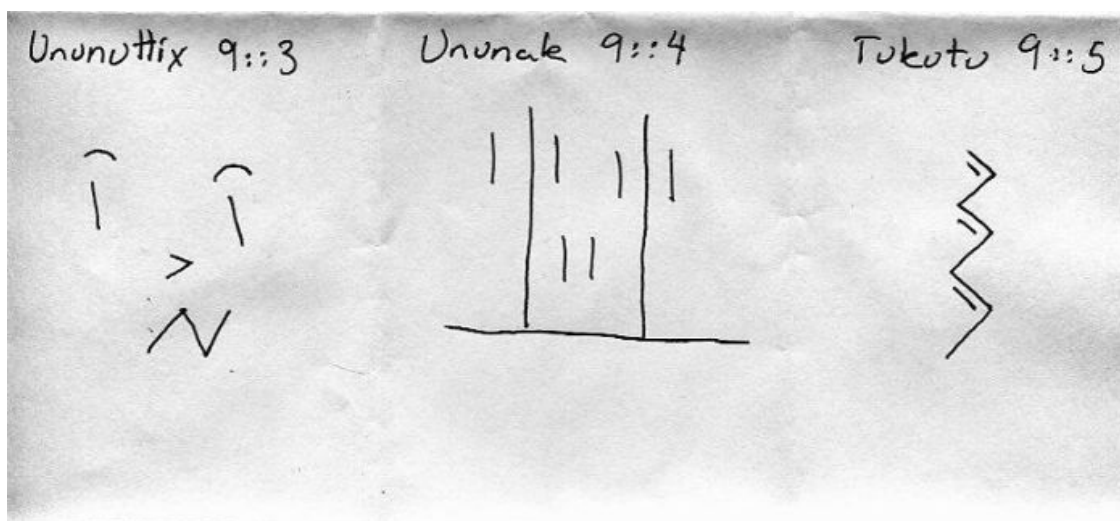
The numogram is often used to explore, understand, and control things relating to as well as time itself. Altering the future by altering the past is easy to achieve via the techniques of hyperstition, for example. I have been exploring using these techniques in applied amateur psychotherapy.

In contrast with Qabalah, the system more accurately reflects and exchanges with modern life. Zero is a game changer here. If you have been having trouble getting your other magical experiments to click, this may feel more natural for you. (Personally it's the best cosmology I've got so far.)

Current Problems

Once you have your foot in the door, there is plenty of work for you to do! As a community, we need more experiences with each lemur so as to compare notes. Evocation and invocation techniques, what works and what doesn't, favorite snacks, least favorite myers briggs types, food allergies, you name it. Others are applying math simulations to the shape of the gram itself. There are, I am certain, more synchronicities to be found through numerical manipulations.

The most interesting thing is for people to share their experiences and test new hypotheses. Even if we aren't around, someone down the line will need you.



Further Reading

<http://ccru.net/>

<https://www.patreon.com/posts/fundamentals-of-35731814>

<http://readthis.wtf/writing/towards-a-transcendental-deduction-of-jungle-interview-part-1/>

<http://hyperstition.abstractdynamics.org>

<http://internetschoolofmagic.com/books.php>

<https://plutonicsjournal.com>

<https://www.patreon.com/vexsys>

<https://www.urbanomic.com/gematrix.html>

If the CCRU website is down-- as it often is-- use the wayback machine.

<https://archive.org/web/>

Nick Land's widely spread presences, over which assorted things are hidden:

<https://vauung.wordpress.com>

<http://www.xenosystems.net>

<https://onscenes.weebly.com/philosophy/a-dirty-joke>

<https://twitter.com/Outsideness>

(and others, that we know of, for you to discover...)



Incomplete list of Post-CCRU people:

<https://twitter.com/beigemonk>

<https://twitter.com/lesbovampire>

<https://twitter.com/robmyers>

<https://twitter.com/northanger>

<https://twitter.com/qdnoktsqfr>

<https://twitter.com/urbanomicdotcom>

<https://twitter.com/xenogothic>

<https://twitter.com/readthiswtf>

<https://twitter.com/NegarestaniReza>

<https://twitter.com/4Q248>

<https://twitter.com/OuvreLeChien68>

<https://twitter.com/thenanim>

<https://twitter.com/xxxxxxxxxxzxxzx>

<https://twitter.com/nollidruj>

<https://twitter.com/schizoanalytic>

https://twitter.com/great_old_ones_

https://twitter.com/cyborg_nomade

https://twitter.com/_____248190

<https://twitter.com/mvupress>

And yours truly:

<https://twitter.com/NE0SPARE>

<https://twitter.com/ectolead>

<https://neospare.carrd.co>

XOXO