

WHAT THIS DECK IS



The Lost World of Mythoamphibia—a feature-length screenplay based on a completed 121,000-word illustrated novel.

A **cinematic eco-horror vision** grounded in mythology, environmental reckoning, and amphibian cosmology—designed for directors like Guillermo del Toro.

A **transmedia property** with established depth: illustrated novel, screenplay, concept art, and a companion board game demonstrating world-building cohesion and franchise potential.

A **launch point for the larger *EvØ-Myth Universe™***, a long-horizon IP spanning novels, future films, and story-driven projects where conscience evolves and creation keeps score.

Before the frogs.

Before the mine.

Before evolution became horror—
there was Aeon, Architect of the Multiverse.

A misstrike of Celestial Flint on Sacred Stone.

A crack that split Creation,
still weeping beneath the lake.

And the world forgot who it was meant for.

The mine was never just a mine.

It was a mouth.

A memory.

A mother.

It fed on poison.

It birthed equilibrium.

Anima, God's twin brother, touched the flaw—and it bloomed.

And now it remembers what must be eaten first.

THE BOOK OF DOMINATUS I: THE LOST WORLD OF MYTHOAMPHIBIA

Where Evolution Devours the Weak

Discovered in the Ashes of the Neanderthal Heart

Author: Michael J. Meraw, Major (Ret.), MBA

Illustrations: Brian Lee Petty



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A sacred ecology. A broken god. A reckoning through rot.



THE BOOK OF DOMINATUS I: THE LOST WORLD OF MYTHOAMPHIBIA

The Five Orders of Amphibians



Caecilian

Salamander

Newt

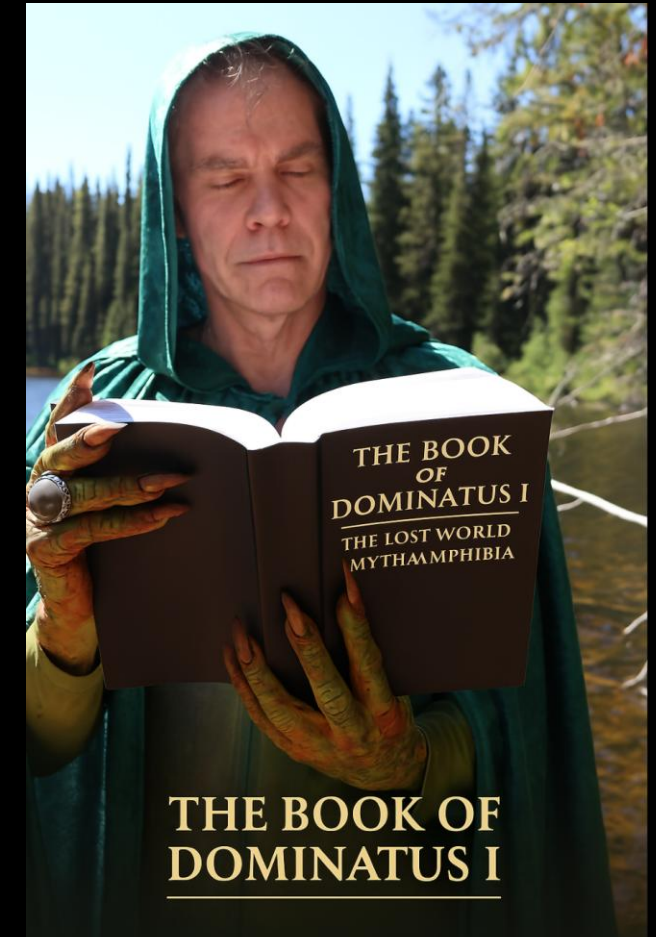
Toad

Frog

Marketing Commitment: As part of the novel's release and film festival promotion, I personally appear at book readings, festivals, and industry events in-character—bringing *The Lost World of Mythoamphibia* to life on page and screen.



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**THE BOOK OF
DOMINATUS I**

THE HOOK: LOGLINE & PREMISE

Every story begins with a wound



Horrific beauty.
Evolution as terror.



Eco-Horror Meets Dark Fantasy.
Survival fractures across realms.



Deep World-Building.
Their myths remember what our gods forgot.



The First Murder.
A god watched. A brother fell. The wound never closed.

Before the frogs. Before the MOTHERLODE mine. Before evolution became horror—there were deities. Flaws. *Dominatus I* reveals how Creation broke—and why *Mythoamphibia* must pay the price.

DOMINATUS I: TRANSMEDIA SUBMISSION

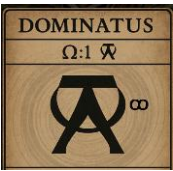
CATEGORY	NOTES
Originality / Concept	Eco-horror meets divine entropy and amphibian apocalypse—wholly unique.
Voice / Tone Control	Sacred, terrifying, cinematic. Ritualized voice fully realized.
Visual Cohesion / Art Direction	Glyph symbolism deeply integrated, visually unified.
World-Building	Fully immersive, sensory-rich, deeply mythic integration.
Narrative Summary Clarity	Expanded relic clarity enhances coherence without sacrificing depth.
Character Hooks	Characters vividly compelling, deeply anchored by relic voices.
Thematic Cohesion	Seamless thematic integration—free will, desecration, ecological reckoning.
Market Positioning / Target Fit	Perfect alignment with Del Toro aesthetic; uniquely marketable.
Submission Readiness	Meticulously polished, professional-level formatting and prose.
Elevated Extras	¹ ARG-ready design. Relic kits and glyph operating system fully realized.
Agent Hook / First Page	Immediate immersion, unforgettable first-page hook.
Dialogue and Sub-text	Dialogue rich, authentic, layered deeply with subtext, tension, hidden meaning.
BONUS: Game Integration & Mechanics	Innovative narrative-gameplay integration, commercially compelling.



51 water-color illustrations, one for each chapter

A sacred descent into entropy, memory, and what remains.

¹ Alternate Reality Game (ARG)



SACRED STRUCTURE BECOMES SCRIPTURE

How a Novel Became a Numbered Canon

What if the story wasn't told... but remembered?

Each chapter is a sacred canon.

Each section break, a numbered verse.

Not prose. Scripture. Narrative as a holy transmission—inviting not just reading, but **interpretation, citation, and ritual interaction** across media.

Every chapter ends with summary **canon** and **closing glyphs**.

ELEVATES:

Reader immersion (like a discovered Bible of rot)

Player engagement (board game & ARG scripture references)

Cinematic reverence (**every line canonized**)

This isn't a novel. It's a playable prophecy.

And **every verse** remembers who desecrated first.

I:1.8

DOMINATUS I:1Π

He thought he was dumping waste.
But the MOTHERLODE was drooling
by the time he arrived.

DOMINATUS I:1∞

She called it a desecration.
But the womb knew better.
Mother needed Mommy.
The offspring were hungry,
and Brutus came right on time.

DOMINATUS I:1●

It opened wide.
Not to warn.
To feed.

The Lost World of Mythoamphia / Meraw

14

They wanted him stripped. Willing. Finished.
They wanted bloody sheets—their wedding shroud, their communion cloth.

I:1.3

As Brutus twitched in unconscious denial, the ooze from the boot reached again—
gently, reverently—curling around his fallen pack.
It didn't go for the flashlight.
It didn't want the gloves.
It took the pipe.
His god.
And slid back into the depths, carrying his worship with it.

I:1.4

As the echoes faded into the hush of the tunnel, the Triune withdrew into the
shadows, their hunger momentarily sated.
But the Mine did not move.
She held her beloved in silence, stone pulse slow, molten breath soft. She would
wait, as she always had—through floods, through collapses, through ages of ash and
hunger.
She was the first to feel his warmth.
She would be the last to let him go.
They left behind a lingering promise—a silent vow that in six to eight weeks,
when the womb was clean and ready for its next feast, they would return for him once
more. MOTHER would cradle their addicted lover again.
He is addicted to us, after all.
And somewhere in that grim twilight, a poisoned cadence pulsed in the dark, as if
the mine still owned his blood—
a lone heartbeat caught between decay and desire.

I:1.5

A shrill echo pierced the distance.
A distant pop—high and mean, like bone splitting.
Brutus jerked awake.
Pain surged through him as if the tunnel walls had flayed him.
He lurched out of the mine, legs barely holding, before collapsing into the dirt.
The sky had changed.
The stars were wrong.

Glyph
∞
∞
∫
✝
∫
△
△★
Π
⊥
U
●
✝

You thought it was a pitch. It's a scripture. Numbered. Illustrated. Witnessed.

A water-locked frog empire, poisoned by pollution.
Dying. A forbidden union. A desperate hunt for the toadstone.
As an ancient force swells, feeding on human toxic waste,
war ignites—existence or **extinction**.

STORY SUMMARY (EXPANDED FOR FILM + MYTHIC LORE)



1. In Kingdom Lake, a dying *water-locked* amphibian civilization fights for survival against pollution, habitat loss, and disease.



2. Hyla, Crown of the Columbian spotted frogs, sole toadstone bearer, embarks on a perilous journey beyond the lake in search of salvation.



3. She allies with a land-mover, Thorander—a rogue Orgon warrior seeking a toadstone to forge his kingdom. The colony is threatened.

When prayers failed, the frogs begged Hyla to cough up the toadstone—the conduit to Gorf—despite the risk she could bleed out. She continues to refuse, demanding they take responsibility for their own lives.

STORY SUMMARY(EXPANDED FOR FILM + MYTHIC LORE)



4. Meanwhile, humans (giants), Billy and Brutus, treasure hunters, arrive in search of the legendary toadstone, unknowingly awakening an ancient force.



5. Hybrid offspring rise, defying the old order. The Motherlode awakens—an ancient hunger feeding on poison, spreading rot through water and beast



6. An amphibian–giants war breaks out. In the final battle, Hyla’s *Cry of Amphibia* rallies an uprising against the giants, but the cycle of destruction is far from over.

When salamanders first crawled from sea to soil, the gods gave them Mother of Pearl. Frogs were gifted Toadstones. In time, giants took the toadstones, believing they could ward off misfortune. Yet Earth remembers who it was meant for.

NARRATIVE STRUCTURE: FIVE-PART MYTHIC ARC

Rooted in a Sacred Cosmology (divine → prehistoric → amphibian → human)



Part #	Title	Theme	Cinematic Tag
I	The Drop	Descent, infection, desecration	The mine breathes. Brutus doesn't.
II	The Creed	Doctrine, control, identity	To survive, you must first believe.
III	The Rift	Boundaries collapse	The Motherlode transmutes. But the lake just bloats.
IV	Becoming	Transformation, possession	They spilled blood, merged blood, and birthed something new.
V	The Reckoning	Judgment, sacrifice	Nature doesn't forgive. She reclaims.

A mythic five-act structure where evolution, possession, and sacred desecration collide.

Each Part descending from a divine flaw—Aeon, Architect of the Multiverse, whose strike of cosmic flint came too hard, sending a fracture into the fabric of creation... and God, whose errant harp note carried that discord into her designs.

It all begins with the spark—the misstruck flint of Aeon, the errant harp string of God. She played to outshine her sisters, and in her hubris, struck discord. *Dominatus I* is origin scripture—the first cut, still bleeding beneath the lake.

NARRATIVE STRUCTURE: FIVE-PART MYTHIC DESCENT

Where the Sacred Fell, and Something Else Took Root



Part #	Descent Phase	Mythic Inflection	Ecological/Spiritual Collapse
I	The Drop	Aeon’s flaw enters flesh	The mine inhales. Brutus darkens.
II	The Transgression	God’s discord infects the lineages	Hyla breaks form. Blood is breached.
III	The Rift	Harmony collapses. Anima withdraws.	The Motherlode refines. The lake swells.
IV	The Becoming	Flesh changes faster than faith	Hybrid blood spills. Ideology ruptures.
V	The Contagion	The divine does not intervene	Desecration migrates. Hope floats.

A sacred descent where evolution falters, boundaries collapse, and monstrosity becomes survival. *Each part tumbles forward from a divine flaw—Aeon’s misstrike birthing imbalance, God’s discord weaving it into the marrow of her creations.*

What began as origin now spreads as contamination. The Fall is not behind us. It multiplies. Fractured Genesis. Necrosis begets renewal—smaller, stranger, never the same.

The world did not end. It made way for those hungrier and thirstier. And it remembers who fed first.

WHY GUILLERMO DEL TORO?

This Story Matches Del Toro's Signature Themes

Sacred horror. A wounded god. Myth as moral reckoning. (*The Book of Dominatus I is a theological fever dream in the key of del Toro.*)



Grotesque Beauty: The horror of transformation (*Cronos, The Shape of Water*). A **visually stunning**, mythological horror world unlike anything seen before.



Sympathetic Monsters: The amphibians are not mindless creatures; they have a culture, myths, and history (*Pan's Labyrinth*).



Gothic Horror & Nature's Reclamation: A battle between human corruption and primal forces (*Crimson Peak, The Devil's Backbone*).

A story that merges dark fantasy, eco-horror, and biological grotesquery. A project tailor-made for his visual and storytelling style.

VISUAL TONE & WORLD-BUILDING

Concept art, mood, setting, mythos



Amphibian Empire: Aqua World mythology, rituals, and survival under threat



The Dead Zone: The lake's corrupted, toxic heart.



Transformation Horror: Mutations, grotesque evolution, and body horror



As the world mutates, so do its invaders—Brutus and Billy spiral toward a fate worse than death

Ritual defines the colony—songs, drills, hibernation rites, Polliwog Games, and sacred law. But as the lake recedes and faith fractures, Gorf commands: change—or vanish.

THE CHARACTERS



Columbia Spotted Frog Council:

Crown Hyla,
Enoch, the Defender,
Phyto, the Healer,
Arcana, the Philosopher,
Magus, Gorf's Frog in Aqua
World, **Mage**, the Learned,
Molly, the Matron.



Hybridized species: Zimeon and
Rana, amphibians embodying
genetic mutations, symbolizing the
blending of species and the shifting
power dynamics at Kingdom Lake.



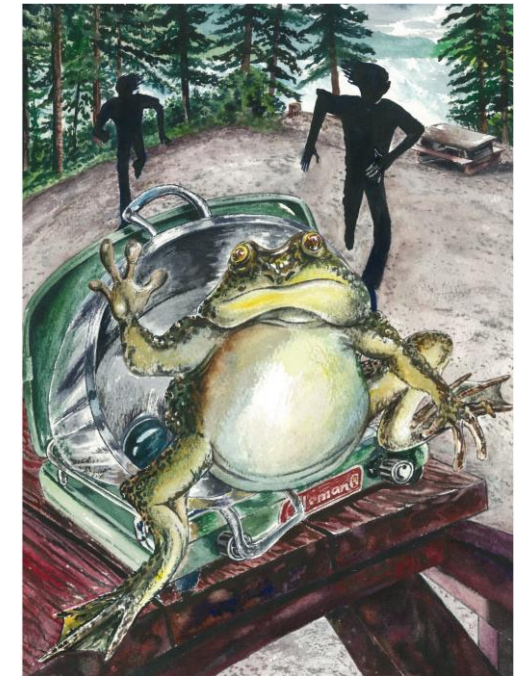
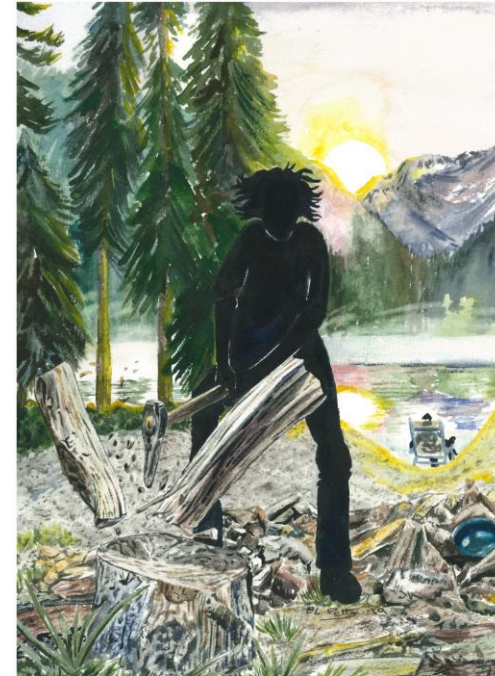
The Ones Who Came Before
The Three Bound by Love: Ormak and The
Third (*Homo sapiens*) and Havolak
(Neanderthal).
The One Bound by Silence: Darbaen (The
Last Neanderthal)

Every creature in this story is marked—by doctrine, desire, or decay. The toadstone doesn't choose. But it remembers those who covet. And the Motherlode leaves those who are pure alone.

THE CHARACTERS



Orgon species: Scout Thorander, Lord of the Rogue Colony, is the last of his kind—his species erased by an oil spill. Now, he hunts the toadstone to forge a new empire—even if it means war... or killing Crown Hyla.



Desecrators, drifters, and seekers of profit and power—Billy and Brutus arrive at Kingdom Lake in search of the legendary toadstone. Brutus, a ruthless meth cook, thrives on chaos, while Billy follows, trapped in his shadow. Their reckless hunt—capturing tadpoles and frogs in pursuit of toadstones—awakens an ancient force, igniting a war between giants and amphibians—**one they won't survive.**

Every creature in this story is marked—by doctrine, desire, or decay. The toadstone doesn't choose. But it remembers who covet. And the Motherlode leaves those who are pure alone.

THE CHARACTERS

The Flawed Weaver Who Watches



She watches
from the edge of
gravity,
grinning into
the abyss she
helped birth.



She made nine
species—**mirror
beings** to trace
her flaw.

God isn't benevolent—she's bored, broken, and watching.

She struck an errant note into the universe—discord embedded in design.

To understand the flaw she unleashed, she made mirror creatures: nine species of human.
Not to nurture. To *observe*.

She granted them **free will** not for liberation, but for unpredictability.

Chaos. Curiosity. Consequence.

When they desecrate and devour, she leans closer.
When they die, she mourns—and claps.

She plays her burl flute not to soothe, but to taunt.

Earth is her obsession.

Resilience, her only question.

Sometimes here. Sometimes there. Never really gone. She is not merciful. She watches. *Feigned disgust. Shameful voyeurism.* She does not guide. She does not save. She listens. She learns. *And she plays.*

THE TOADSTONE – MYTH & MEANING

Ancient Fossils, Modern Legends



Go back to the Jurassic.
145 to 165 million years ago,
Lepidotes (ray-fin fish) swam in
freshwater seas.
Their fossilized teeth are known as
toadstones.

"Fossil image by Anagoria, licensed under CC BY 3.0.
Source: Wikimedia Commons – [Link to Image](#)"



THE FROG PERSPECTIVE

The Toadstone—Relic of Power & Prophecy
Myth and mandate—a sacred link to Gorf. The
Keeper of the Toadstone, chosen by divine decree,
commands absolute obedience. Their word is law.
Their will, Gorf's will.

Crown Hyla carries the only known Toadstone—
burden and weapon both. Without it, the colony
risks ruin. ***The Divine Will of Gorf demands:***
Protect the Keeper | Obey the Keeper |
Colony before self

Fossil image by Léa Leuzinger, Lionel Cavin, Adriana López-Arbarello, Jean-Paul Billon-
Bruyat. Licensed under CC BY 4.0. Source: Wikipedia Commons – [Link to Image](#)



THE HUMAN PERSPECTIVE

From the 12th to 17th century, humans
crafted fossilized toadstones into
amulets, believing they could
neutralize poison, prevent
misfortune, and protect children
from being taken by the Devil—an
old superstition likely rooted in
misunderstood epilepsy symptoms.

The toadstone bridges myth, prophecy, ancient science. Worshiped by frogs, wielded by humans, its power is written in belief.

THE DEAD ZONE & THE MOTHERLODE



The MOTHERLODE Mine. For 160 years, miners bled the earth for gold—leaving behind a corpse steeped in chemical waste. Then came Brutus, turning the hollowed mine into a drug lab, dumping in chemical waste, feeding bacterial bloom. **And it grew.**



The mine inhaled. Brutus exhaled. Tunnels tightened, swallowing him. Wet hands. Cold. A tar-thick grip clamped his ankle. The walls pulsed, sludge rising. Then—pressure. Fever. Rupture. He collapsed, convulsing as unseen things coiled into his skin. **Brutus was no longer alone.**



A land where life rots before it begins. The mine's poison seeps through **Maalik—Chief of the Dark Angels**—his stone veins bleeding toxins into the lake, warping creatures into horrors that should not exist. **The Dead Zone doesn't kill—it twists.**

Worshipping Maalik, Chief of the Dark Angels—believed by both frogs and Brutus to be the creator of the shard, a toxic relic born from the mine's chemicals. It grants power in small doses but devours those who take too much.

CINEMATIC INFLUENCES & MARKETABILITY

A mythic eco-horror for fans of Del Toro, who crave beauty wrapped in dread.



Mythic Heroism King Amphibia, visionary. From sea to land—adapt or die. The Great Transition began with him



Survival Horror. Flesh vs extinction. Mortals crawl, hop, swim, and devour to endure.



Eco Horror. Anima's reckoning. As God's brother, he has built—and still builds—the mouths to swallow imbalance.

Films that share this DNA: *Pan's Labyrinth* (Dark fairy tale horror), *Annihilation* (Eco-horror, grotesque beauty), *The Thing* (Body horror, paranoia), *The Ritual* (Nature reclaiming itself, survival horror)

Crimson waters caress the dead. Spores bloom beneath the skin. Fungi, parasites, ancient viruses spread through Aqua World's veins, fed by the giants' poisons. Yet Froglore endures—carrying doctrine, values, and memory. Gorf mostly remains silent. But the frogs remember. And still, they rise.

KING AMPHIBIA'S RISE

A Sequel to The Lost World of Mythoamphibia

1. Opening Hook: Thorander isn't the Last Orgon. He killed his king, stole the toadstone, and fled north.

Now he seeks a second relic—believing it will awaken ancient glands that grant him dominion over all amphibians.

Thorander's deception is revealed.

Ruthless and armored, his kind come—carving a path toward the lake.

Hyla must decide: does she stand by Thorander or betray him?

2. Rana, a Columbian spotted frog, discovers a wounded newt, **Newton**, and nurses him back to health.

Through medicinal exchange, she learns his colony guards the **legendary Mother-of-Pearl**—**a relic as powerful as the Toadstone.**

Together, they uncover a buried truth: when both relics combine, they **awaken the ancient power of King Amphibia**, granting dominion over all amphibians.

Their offspring—*bearing the traits of all amphibians*—could reshape the balance forever.

STORY SUMMARY

3. The Orgon warriors arrive in Kingdom Lake (*dark, violent, and oppressive*) to kill Thorander and wrest back their toadstone.

Learning he's hoarding females in a matriarchal colony, *they invade*—*killing males, stealing females, and desecrate with joy.*

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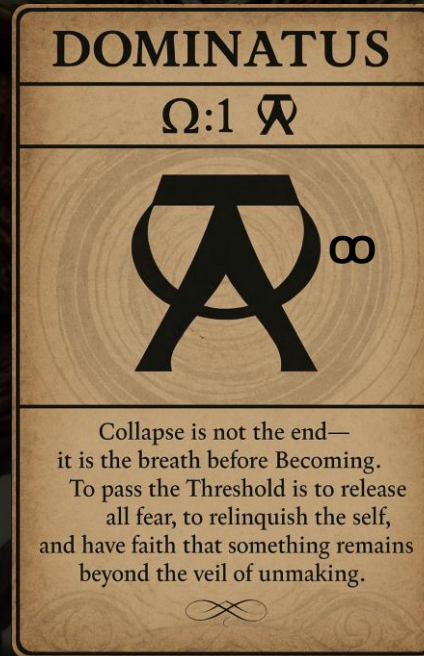
The war for the amphibian world has begun—but a greater threat looms. As the battle rages, humans set their sights on the lake, prepared to poison everything to eradicate the unknown.

KING AMPHIBIA'S RISE

A Sequel to The Lost World of Mythoamphibia

4. Hyla Uncovers Thorander's Dark Truth—he has deceived her from the start. Betrayed but still in love, she must decide: stand by the future he's built—or risk losing everything.

6. The Humans Search the Lake
(They call it legend—until they unearth the truth. Will they claim it, or desecrate all that lies beneath?)



The black hole does not ask your name. It asks only one question:
Are you willing to become something else?

The war for the amphibian world has begun—but a greater threat looms. As the battle rages, humans set their sights on the lake, prepared to poison everything to eradicate the unknown.

STORY SUMMARY

5. Thorander Begins His Descent into Obsession *(He wants both relics—will he use them for salvation or dominion?)*

7. The Final Showdown: Power, Betrayal, and War—Thorander, the Orgon, Hyla, and the humans collide in a battle that will decide the fate of Amphibia itself—and what will rise from its ruin.



DOMINATUS ?::? ●



It was once worn. Then torn.
It was once hidden. Then found.
Not a weapon. Not a symbol.
Just cloth. Stained. Unfed.

It remembers.

But it will not speak—not until
the Threshold has been crossed.

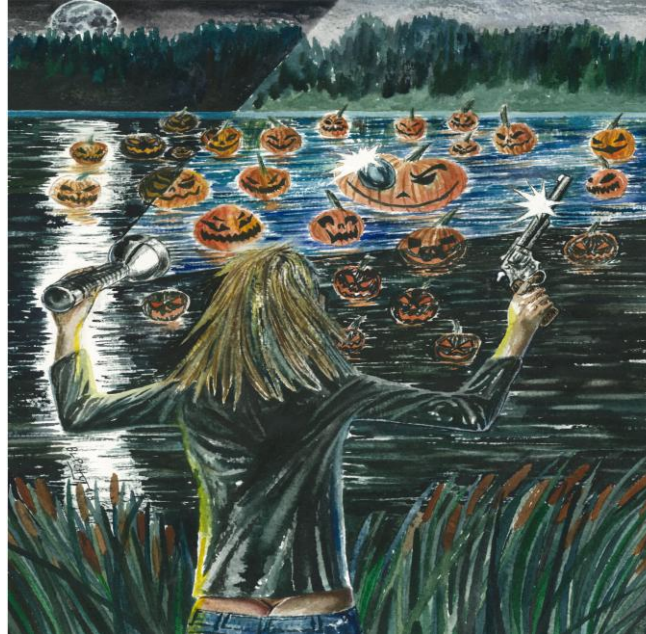


WHY THIS NEEDS TO BE A FILM (NOT JUST A STORY)

An experience that demands to be seen—a world that demands to be read



A world where nature fights back—and wins. Twisted evolution, grotesque transformation, and amphibian myths brought to life in haunting, cinematic horror.



The unsettling, immersive horror of nature reclaiming its throne.



The cinematic depth of the amphibian empire's myths and rituals

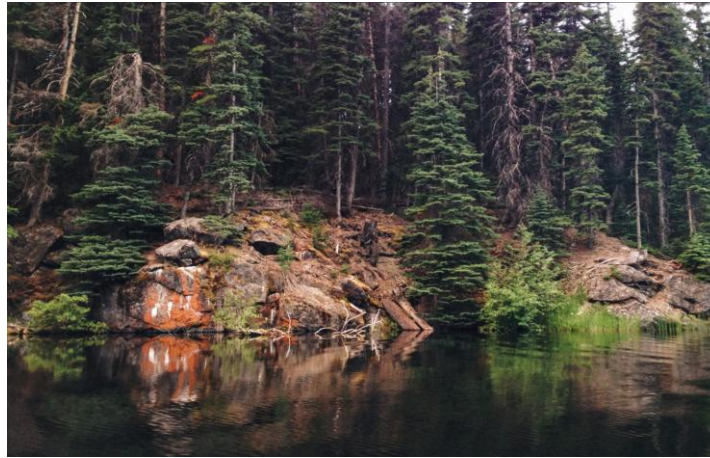
A fully immersive horror world, where mythology, evolution, and terror collide. Twisted nature, grotesque transformation, and survival at its most primal—*The Lost World of Mythoamphibia* isn't just a film. It's an evolution in horror storytelling.

HOW IT ALL BEGAN

Nature's inspirations



Kingdom Lake, British Columbia, Canada



Maalik, Chief of the Dark Angels—hulking, ancient, watching. The rock loomed, its jagged snout jutting into the water, rough yet unmistakable. A prehistoric Sphinx. A beast carved from the bones of the world, etched into the Cascade Mountains along the Pacific Ring of Fire.



Columbian spotted frog. Crown Hyla.



Purchased: Rare amuletic toadstone ring, set in a “Van Dyke” bezel, late Georgian-era origin (circa 1760s–1830s). Steeped in folklore, toadstones were once believed to **neutralize poison, ward off misfortune, protect children**—superstition rooted in misunderstood epilepsy.

The vision began here—kayaking Kingdom Lake, where a jagged rock became Maalik, Chief of the Dark Angels. Its malformed bite, grim malocclusion, seeped pus and blood, legs sinking into depths—*The Lost World of Mythoamphibia* was born.

MARKETING & PROMOTION

Visibility is ritual.
The costume is scripture.



“When the book becomes a world.”



AUTHOR STRATEGY

- Website, blog, mythic lore drops
- Sacred social media (quotes, fragments)
- Workshops, panels, readings (in costume)
- School visits, eco-horror education
- Film fests & theater tie-ins
- Novel's original songs debuted—sacred spectacle meets cult classic.



MYTHIC IMMERSION

- Supa-Frog Keychains (for believers only)
- Toadstone Power Rings
- Lapel pins, mugs, caps
- Bookstore banners + displays
- QR codes → sacred fragments
- “My Froglore Is Sacred” kits

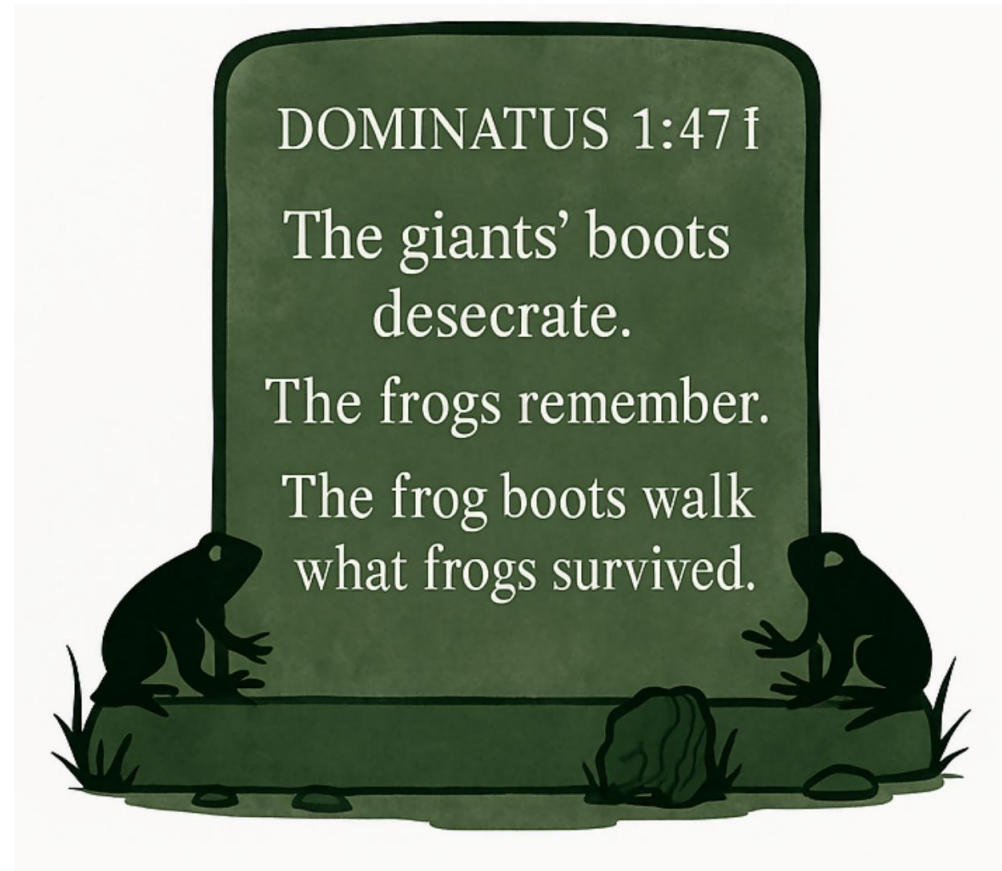


MARKETING & PROMOTION

“When the book becomes a world, the boots must bear witness.”



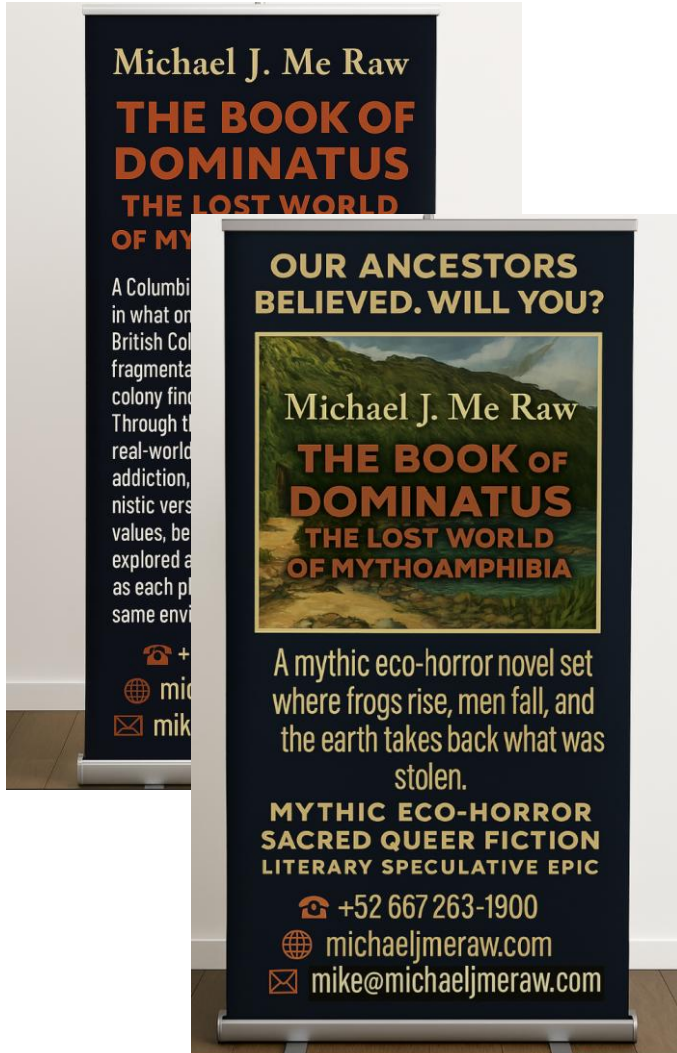
Brand mascot: “Let the Frog Boots Speak”





HOW THE GOSPEL SPREADS When the Monarch Speaks

“A gospel is only powerful if it reaches the faithful.”



RITUAL CIRCULATION



Eco-horror & climate fiction book clubs



Speculative lit festivals (e.g., *Utopia*, *Readercon*, *WisCon*)
Environmental education networks (high schools, eco-colleges)



Planetariums, museums, arboretums



Canadian & Pacific Northwest heritage organizations

SACRED DISSEMINATION



Podcasts: LeVar Burton Reads, Weird Studies, Writing Excuses



BookTubers & BookTok (eco-horror, dark academia, **found scripture**)



Literary journals: Strange Horizons, Ecotone, Clarkesworld

FROM RITE TO READER



Indie bookstores with ritual displays



Themed altars with scripture quotes and toadstone relics



Theater lobbies—environmental or horror film seasons



Public libraries, college libraries, sacred fringe exhibits

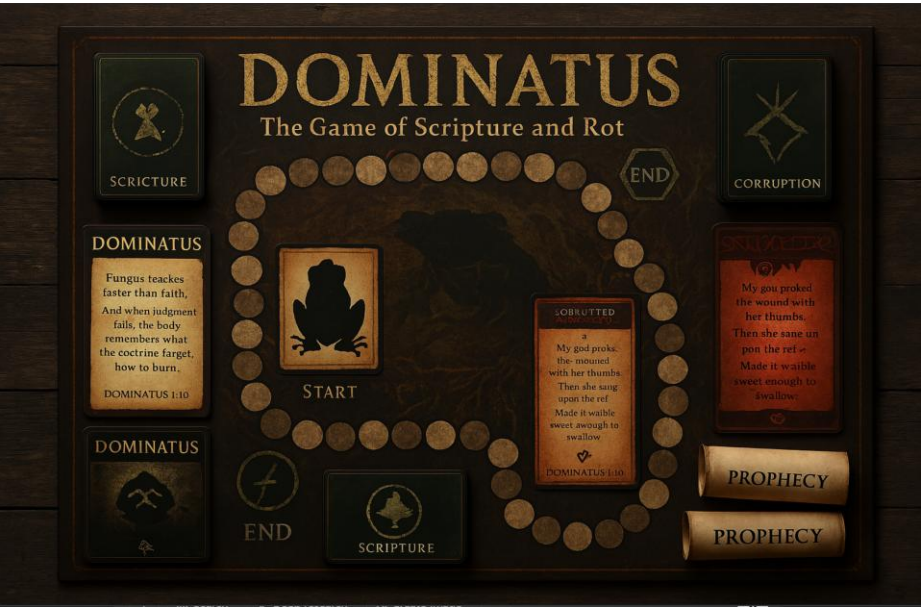


This isn't just a novel. It's a rite.
Dress for it. Read from it. Build altars to it.
Let the frogs inherit the room.



HOW THE GOSPEL SPREADS Online and Board Games

DOMINATUS: The Game of Scripture and Rot



DOMINATUS:
The Game of Scripture and Rot

Decode the gospel. Survive the blight. Claim the relic.

3 Scripture Types: True. Corrupted. Infected.

Player Roles: Archivist Claimed
 Heretic Witness Devotee

Objective: Unlock the final scripture.
Or become part of it.

Mechanics:

- Reveal glyphs
- Interpret relics
- Survive unholy communion
- Betray... or ascend
- Fall—and be written into the next verse



Representative Voices Symbols	
Each glyph holds doctrine, memory, and consequence.	
	Deity: Divine motherhood, grief, voyeurism, judgment
	Vessel: The mortal at the center of rupture. Not the hero, not the fortunate. The Vessel is seen, used, and broken so the doctrine may move forward
	Elemental: Memory of soil, stone, lake, and mine
	Edgework (Knife): Sanctifying incision, penetration

The Book of Dominatus contains 400+ Scripture Fragments—truths, chants, original lyrics. Glyphs and sacred sigils speak without explanation, doubling as puzzle pieces designed for narrative depth, cinematic potential, and immersive engagement across media.



SCRIPTURE AS STRATEGY—A THEOLOGY ENGINE

How Sacred Verse Becomes a Playable System

A mythic board game where scripture becomes power, and glyphs remember what players forget.

DOMINATUS

THE GAME OF SCRIPTURE AND ROT

In *Dominatus: The Game of Scripture and Rot*, players assume divine or mortal roles and draw from sacred scripture to navigate a collapsing world.

Every glyph rolled, every verse invoked, every relic held – changes the fate of the board, and the memory of the player.

ONLY ONE MAY ASCEND,
ONLY ONE MAY INFECT ALL.

OR... THE BOARD MAY BE HEALED –
BUT ONLY IF PLAYERS STOP
PLAYING FOR THEMSELVES.

The Four Sacred Outcomes

PATH	WHO MAY COMPLETE I'T	GAME ENDS WHEN...
 Black Hole Ascension	1 player	They release all attachments
 Corruption Completion	1 players	They infect the board entirely
 Harmonic Ascent	2+ players	They heal the world together
 Motherlode Collapse	1 martyr	They die to stop the corruption

Only one path will prevail.

The 12 Sacred Glyphs are not symbols. They are doctrines.

 Card Mockups or Tile Samples:

 QUOTE BLOCKS: Card line sample: <i>“If this verse has been invoked... the memory must be sealed.”</i> (then player action)	 GLYPH LEGEND:  = Aeon  = God  = Anima  = Earth ...	 DOCTRINE: All cards cite scripture Players draw from canon, not decks <i>Play only if you’ve fulfilled “DOMINATUS 2:14”</i>
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 One Sacred Relic: The Cloth. It damns or redeems the world.

This is the spiritual engine of *Dominatus*. The game’s doctrine is embedded in how you play: dice rolls, spinner results, and scripture draws aren’t random—they’re sacred acts. Each player is changed. Only one may ascend or infect—but every verse drawn is remembered.

THE ASCENSION PARADOX

Why Only One May Pass

Black Hole is not a portal, it's a mirror

Letting go must be unshared

One may transcend, the rest must bear witness

Only one may enter memory.

Only one may dissolve.

The rest must bear witness.

But not all will remain unchanged.



The Door Stands Open to Many. But Only One May Dissolve.

DOMINATUS I:68∞ (Aeon's Voice)

*Existence must evolve through decay.
Autonomy allows them to choose and learn—even through their undoing.*

You granted them the ultimate gift but cannot control every path.

Failure leads to evolution. Seeds of decay birth renewal, as it always has.

Their choices are theirs, not yours.

**The door closes behind the ascended.
But the world is still watching. And something still hungers.**

THE ROT ☉

How Infection Spreads—but Only One Corrupts All



Risk = Power. Hold the ROT too long, and you don't just lose—you take the whole world with you.

BECOMING A ROT VESSEL (Board Game Mechanic):

- **The ROT spreads across the multiverse**—infecting, corrupting, and accelerating collapse.
- **In gameplay**, it's a double-edged relic: powerful, but damning.

Game Impact:

- **Unlocks Forbidden Powers** (actions, cards, relic zones)
- **Draws Parasites** (+1 swarm roll per round)
- **Corrupts Sacred Terrain** (springs become toxic)
- **Twists Scripture** (sacred cards flip, become infected)
- **Can Trigger Endgame** (if held too long: forced Black Hole opening)

☉ DOMINATUS I:47

*"We were not the plague.
We were the aftermath.
He fed us lies and called
them power.*

*But we swallowed.
And now we are him.
And more than him.*

*We carry the fire forward.
We remember the taste of
flesh.*

And we are still hungry."

They didn't come to kill him. They came to unmake him. The frogs fed. He bled. The earth will not forget.

DOMINATUS: THE NEXT ROCKY HORROR PICTURE SHOW

This is not niche. This is *cult canon in waiting*.

WHAT
IF
THIS
ISN'T
A
STORY...
BUT
AN
OPERATING
SYSTEM
FOR
CULTURE?



What if a **frog** didn't just speak—
but preached?
What if a board game wasn't played—
but invoked?
What if a scripture wasn't written—
but performed in chorus, in costume, under **glyphlight**?
What if a god created humanity,
not to nurture—
but to observe?
What if evolution was not progress—
but punishment?
What if this wasn't a novel?
Not a game.
Not a show.
But the **first sacred canon of a fractured multiverse**—
with you at the helm.

DOMINATUS contains:

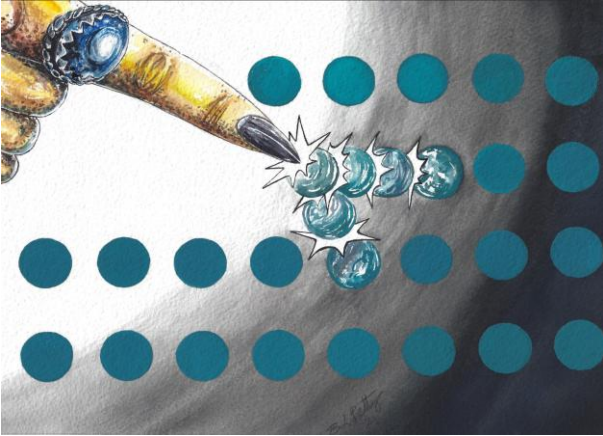
- 20+ lyrical chants, corrupted jingles, and divine anthems
- "Bobbleheads, bobbleheads / Poke 'em in the eye; they won't cry"
- "Frog heads, frog heads / Squash 'em up, chum"
- National anthems, military chants, sacred oaths
- Villainous **ANTI-GORF INVOCATIONS** led by Thorander
- Full scenes structured around audience-chantable songs
- Built for call-and-response, live stage, and theater ritual
- Already structured for *cult revival performance culture*



Rocky Horror sang about desire. *Dominatus* sings about desecration, doctrine, and divine decay.
The **next ritualized midnight phenomenon**. Not a pitch. A reckoning waiting to be televised.

NEXT STEPS – WHY OPTION THIS BOOK & FILM NOW?

This world isn't just worth watching. It's overdue.



THE RECKONING BEGINS

The Lost World of Mythoamphibia isn't just a film—it's a reckoning.

If humanity refuses to evolve, nature will evolve without us.

And this time, we won't be the dominant species.

Let's bring this vision to life—**before the world becomes its own horror story.**

What's Available:

- Exclusive early rights to a fully realized, visually driven eco-horror world
- Original concept art and adaptation materials, primed for production
- Direct creator access to discuss vision, expansion, and franchise potential

The Full Mythic Epic: *The Book of Dominatus I—The Lost World of Mythoamphibia*

Completed 121,000-word novel and a feature-length screenplay. A sacred cosmology unraveling into amphibian apocalypse—divine regret, prehistoric betrayal, ecological desecration, and the rise of a hybrid empire told across five realms and one irreversible descent.

We mastered tools. We mapped the genome. But we never rewrote the part of us that devours everything—including ourselves.

ABOUT THE AUTHOR

Eco-horror • Eco-thriller • Literary Eco-Myth—*When the page can no longer hold the world*



- **Michael J. Meraw** is the creator of the **EvØ-Myth Universe™**—metaphysical speculative fiction spanning eco-horror, eco-thriller, and literary eco-myth. His work explores the dark intersection of environmental collapse, existential reckoning, and humanity’s unrelenting impact on the planet.
- A former Canadian Armed Forces pilot and corporate aerospace leader, Meraw brings a hard-won perspective on survival, control, and power dynamics that shapes his examination of humanity’s tenuous hold on the natural world.
- His narratives challenge the myth of human dominance. His stories ask what happens when the earth stops forgiving us—*when rivers remember, forests reclaim, and species speak back*.
- All of Meraw’s fiction unfolds within the interconnected EvØ-Myth Universe™, a transmedia world that spans page, screen, and game where conscience evolves, creation keeps score, and all species endure consequences—though only one species authored them.

Dominatus is not a warning. It is a record.

The gods cannot stand Freewill.

It is unpredictable.

Unnerving.

But ever-so entertaining.

Seated at their thrones,
volcanic ash popcorn in hand,

eyes locked on the world,
mouths open—

as the next cycle begins.

The world keeps swallowing.

And somewhere, something opens its mouth again.

The Meaning of Life?

Swirling in another petri dish.

Soon to be twitching in new skin.

YOU THOUGHT IT WAS A PITCH.

IT'S A SCRIPTURE.

NUMBERED.

ILLUSTRATED.

WITNESSED.

DOMINATUS I — THE SCRIPTURE REMAINS.