

# SHADOWSHINE

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## PROLOGUE

If the Shadowshine Reincarnation Centre exists it is merely a staging post on the way to Higher Things. A celestial sorting house with about the same efficiency (or lack of it) as any earthly administrative concern. The worst cases are sorted out while the rest move on to higher realms for spiritual assessment. But these enlightened ones are few and the ascent is merely an upward-running trickle, for Man is closely bound to the material things of life and remains basically a wilful child for his entire threescore years and ten.

And on the far-flung outskirts of Shadowshine the Clouds of Time roll in shimmering cumulus, moulded and shaped forever by the Temporal Custodian, Father Time, forever mapping out the scenario of Man's destiny in life's impromptu drama. Not for him the endless stream of wailing souls. He is but the mechanic who puts the show on the road.

But there is another realm of Shadowshine which actually impinges itself on the mortal planes of existence. Beyond the jet and gleaming broadwalk that links to its nucleus lies the Dream Zone. Here is the place the astrals of the living and the dead can meet again for a few fleeting moments in the realms of sleep. And if Shadowshine has a weak link then it is here in the Dream Zone where there is always the danger of some perceptive slumbering mortal whose astral spirit retains some memory it shouldn't do. How else are prophecies and visions born?

In the case of the Negative Zone things are far less complicated. Not for nothing is this area referred to as a 'necessary evil', resembling a fiery holiday camp.

In many guises from many spheres of life the Grim Reaper shepherds his bewildered charges through the Valley of the Shadow, neither malevolent nor benevolent. This dark servant of Eternity does not cause death – he is Death. And it is not only the Earth he has to contend with. He has other worlds in the vastness of the continuum to deal with, too. Often at the same time, and even before then.