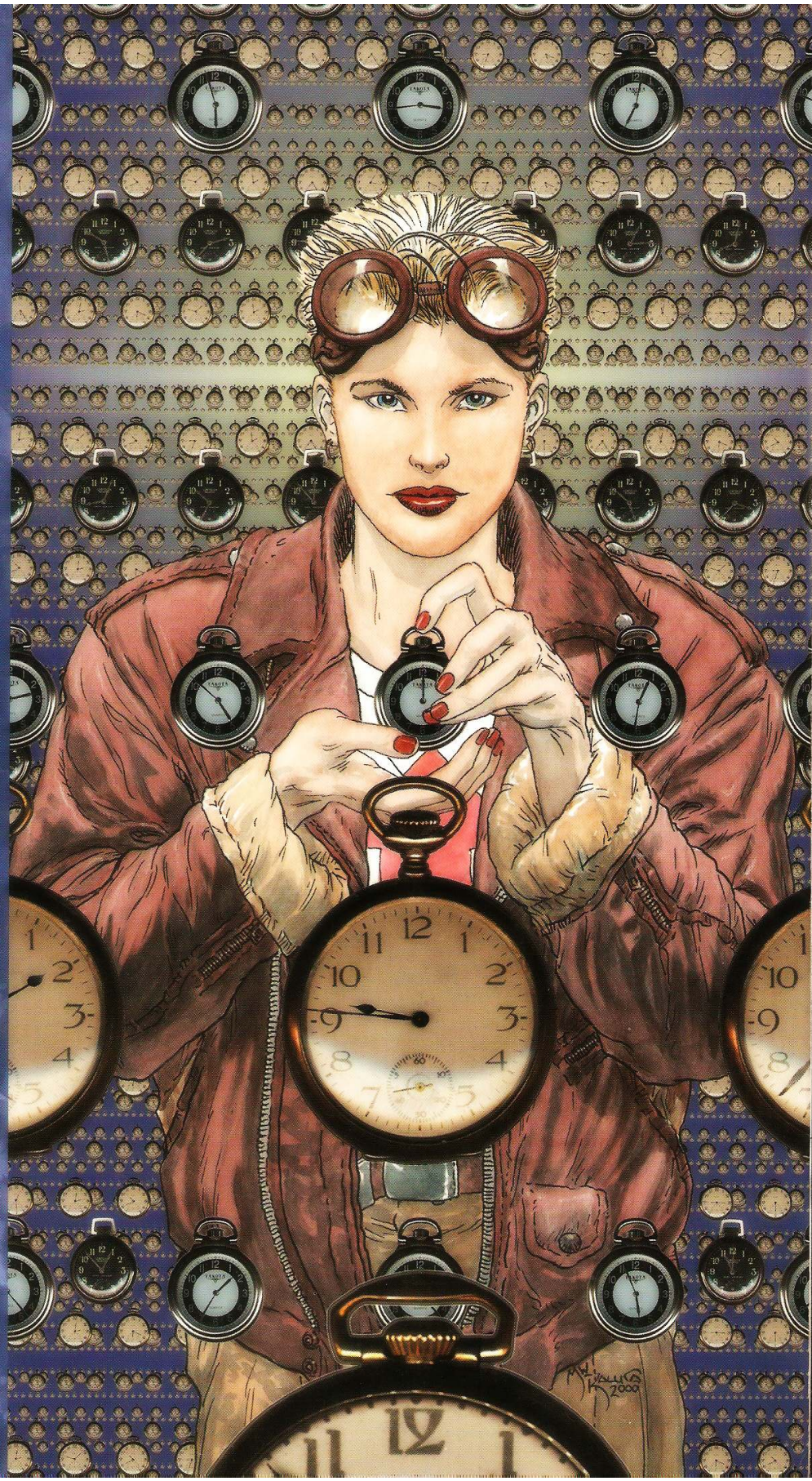


FURTHER INFORMATION

A Gamemaster's Treasury of Time



*“There! There they go!
That faint gleam of light!”*

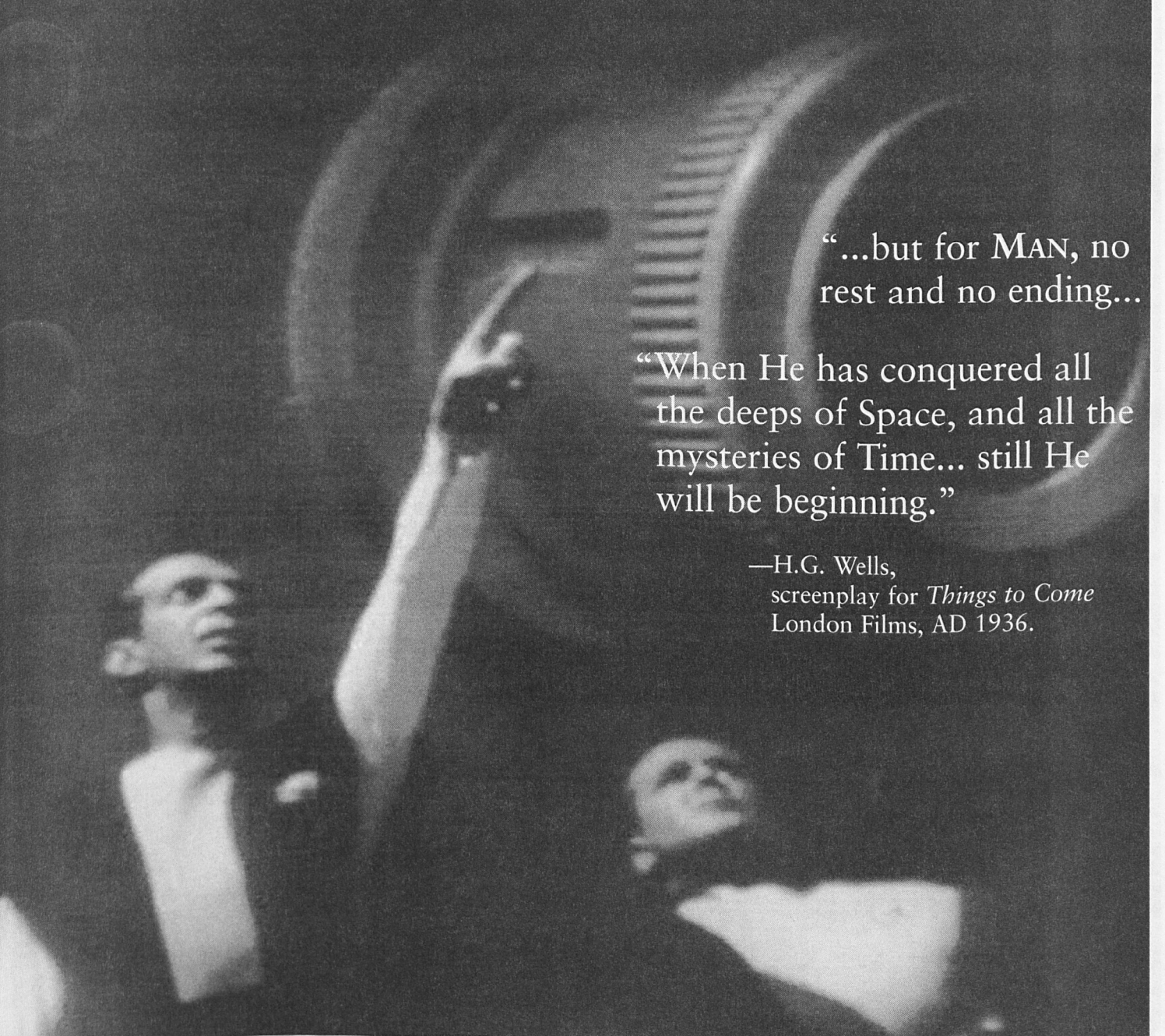
“I feel that what we’ve
done is monstrous.”

“What *they’ve* done
is *magnificent...*

“...but for MAN, no
rest and no ending...”

“When He has conquered all
the depths of Space, and all the
mysteries of Time... still He
will be beginning.”

—H.G. Wells,
screenplay for *Things to Come*
London Films, AD 1936.



FURTHER INFORMATION

A Gamemaster's Treasury of Time

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THIS BOOK IS A SUPPLEMENT FOR THE
C^oN^tIⁿU^uMTM ROLEPLAYING GAME.
THE MAIN RULE BOOK IS REQUIRED TO PLAY.

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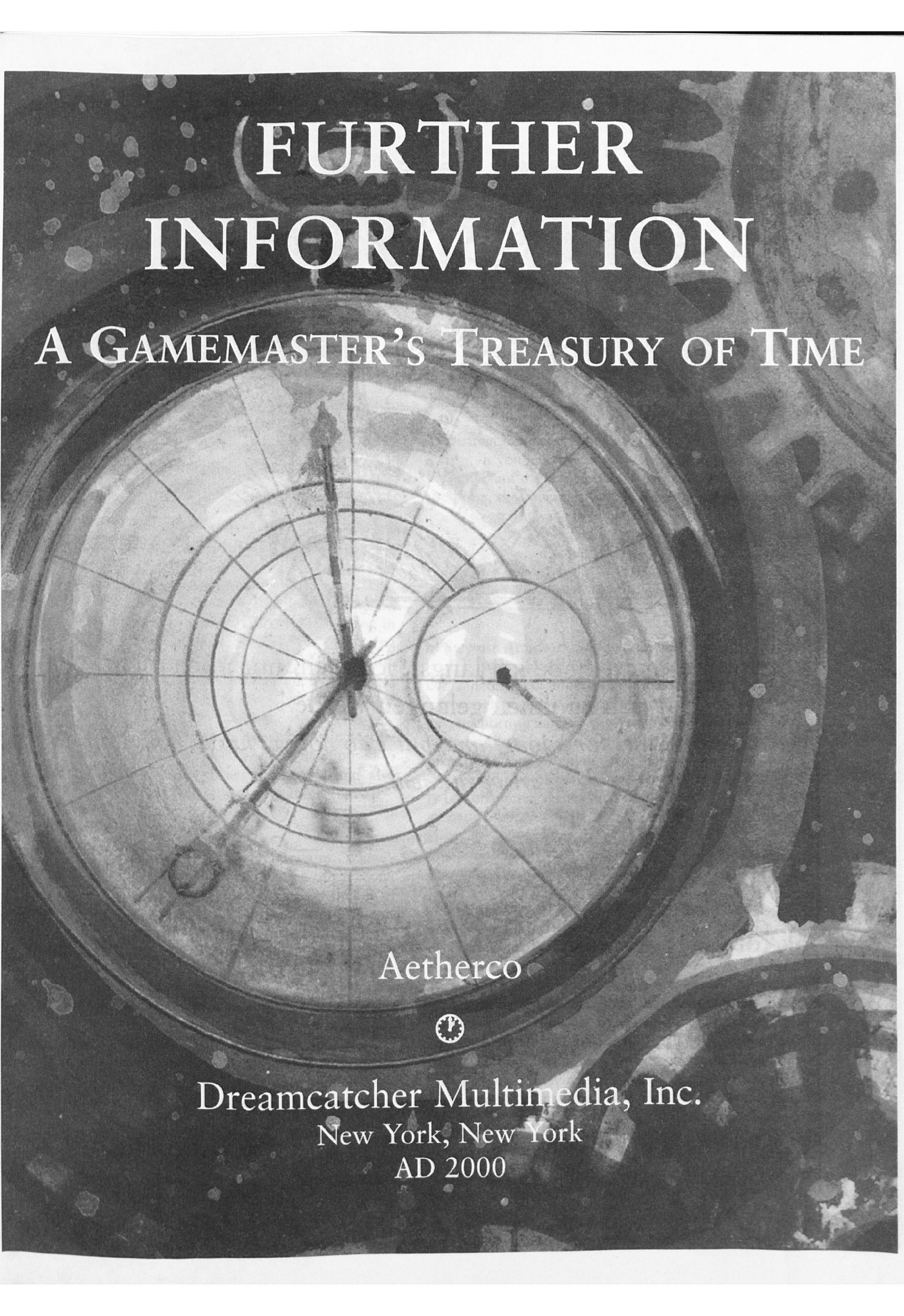
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FURTHER INFORMATION

A GAMEMASTER'S TREASURY OF TIME

Aetherco



Dreamcatcher Multimedia, Inc.

New York, New York

AD 2000

Section 1-GM's Advice



H. Freyja, (b. AD 1869)
from *A Spanning Child's Book of Days*
nanoink
The Nursery, Atlantis
Libran Era



«eine Resultate habe ich längst, ich weiß nur noch nicht, wie
ich zu ihnen gelangen werde.»

*"I have had my results for a long time; but I do not yet know how I am to
arrive at them."*

—Carl Friedrich Gauss
AD 1833

A Book for GMs Alone?

If you're one of those blessed GMs who can trust your players to never peek into the GM's section of the main rulebook... well, first off, congratulations. Now that you have FURTHER INFORMATION, you have a chance at pulling additional surprises on your C^oNTINUUM players— until they get ahold of it themselves.

If you're one of the usual GMs that are being second-guessed by well-informed players, this book can give you a leg up. Forbid its use to players during games, and disallow rules lawyers to quote from it, with our blessing.

GMs may compensate by allowing players (during a game) access to the GM section in main book after their characters are Span 3, and keep FURTHER INFORMATION off-limits. But this is entirely up to the gamemasters themselves and how they wish to run their games.

Of course, no force in the free world can stop a player from buying a book meant only for GMs, if they are determined to own it. Thus, while most of this book is devoted to background and cultural material, and therefore designed to aid gamemasters, much in this book is also helpful to players and their imaginations. In the end, the best surprises a resourceful GM— or player— can employ are devised in the unwritten boundlessness of their own creativity.

Keeping Time Travel Moving Troubleshooting Sequences

We open our first supplement with crisis advice. GMs around the world have developed methods and tricks to maintain suspension of disbelief, or solve knotty problems of sequence in a time travel context, and many of these are shared here.

What's demanded of a C^oNTINUUM GM is different from what's called for from a GM in any other RPG. The shape and flow of time itself is very much in your hands. Not only are you responsible for keeping the players entertained and the rules adjudicated, the timing of how the game flows both in sequence and in player participation must also be balanced convincingly.

While GMs who are new to roleplaying may have a steep learning curve ahead, veteran GMs will realize that this is less daunting than it sounds. It's really just an additional twist to keeping the action flowing and making sense.

Crisis Into Opportunity

Any time a player character attempts to meet any PC or NPC at a precise time and place the GM has already played out, a seeming crisis occurs. This can be either a deliberate or an unwitting attempt to alter a known event. [See esp. C^oNTINUUM *Basking in Your Own Mistakes*, ppg. 151-152.] While assigning a point of frag that needs to be rectified is often an easy solution, some circumstances start off complex, especially as characters meet themselves and younger and older versions of their chronies.

The most often noted crises occur in sorting out *Rendezvous* (when roleplayed out, as opposed to the abbreviated Time Combat Stratagem) and also how to sequence the characters' *Invitations* [pg. 7].

Wrangling Rendezvous

"Hey we're all at the rendezvous, where's Ken?" Ken's player is meanwhile in the other room, because Ken is fifty years away fighting for the life of his grandmother against narcissist assassins. The outcome of his being born is in the balance, and all the frag that that entails is already driving him. You can't blame Ken's player for being a 'game hog' if you, the GM, are threatening his character's grandma!

In most ways, veteran GMs will realize they've seen this problem before: A split party tries to meet up, and one bunch is minutes or hours ahead of the rest, who are still playing away. The early birds, instead of the reward they'd enjoy for promptness in the real world, have to sit and wait and hear the other half of the party having fun.

In a time travel game, most excuses for tardiness seem to evaporate. Everyone should be punctual, by definition! Therefore it's up to the GM to fend off potential problems and conniptions, so follow this rule:

GMs DON'T PLAY WITH THE CHARACTERS AT THE RENDEZVOUS UNTIL THEY'RE READY TO START THE SCENE OF THE RENDEZVOUS.

—Essentially, this is "Answer #1" from pg. 146 of the main C^oNTINUUM rulebook: *Because It's There. If an event occurred, it occurred.* Once the GM is there, the rendezvous is noticeably *missing* any late PC(s). And this discrepancy will have to be fixed or explained, and fast.

But don't feel helpless. Rendezvous, especially disjointed ones, offer some terrific opportunities—even if you've ignored the above rule, and gotten yourself out on a limb. Here are some suggestions:

1) Distract the Rendezvous

If you feel the character must be actually late, but you want the other players to remain interested in the game, the characters at the Rendezvous will have to be inspired to move, and shortly after arrival. In each case, the late PC may arrive within seconds, but miss whatever distracted his chronies. Thus, the potentially late PC feels like the early bird, since he's alone and doesn't know his friends have all left the room. Here are some variations:

a) *Surprise Attack at the Rendezvous*

Most of the corner arrives at the designated coordinates, and somebody notices a grenade clatter in through an open window (or gunfire, arrows, tear gas, teleporting narcissists, pyrokinesis, etc.) Escape is not a problem, but this could split the party further, or give the GM two fights in two or more separate parties. Could also be very unfortunate for the potentially late character, if they arrive only a second after the grenade does...

b) *Summon the Rendezvous to the potentially late character*

...Which brings us to this option. Warning the absent spanner of a danger at the Rendezvous, or conversely, taking the opportunity to alert the corner of a danger to their comrade allows the Rendezvous to come to his aid. Perhaps the character really is late, spurring his chronies to find him and rush to his side out of fear of his demise. "You didn't show up, so we came looking for you." "Ah. Well, I'd better not go to the Rendezvous, then..."

c) *Bizarre Fourth Maxim Violation*

Something highly unusual and dangerously revelatory about the Continuum appears nearby, i.e. cars appear out of nowhere, a 'ghost' attacks leveller neighbors, a body physically falls out of the sky and into an adjoining yard ("Hm, looked like Ken. Want to go check?" It turns out to be the body of an incompetent narcissist—and this could be an enemy in their Yet.) But don't overuse this one.

2) Warn off the potentially late character

If you've already played some or all of the Rendezvous without the PC, the character cannot be at the Rendezvous, and will frag his chronies if he arrives on time. He'll need to be warned off.

a) Favoring the Majority

The GM may decide that since most of the players are at the Rendezvous, the odd player out will just have to wait until he's done with them. If any character voices concern for the missing character, they can go look for him, (see 1b, above,) or else not, if they aren't too worried. And as in 1b, somebody from the Rendezvous can later tell the character not to show up.

b) False Alarm

Before spanning to the Rendezvous, a narcissist (or a very mistaken spanner) reveals either directly or through suspicious evidence that the potentially late character suffers a terrible Yet at the Rendezvous. If untrustworthy, the spanner may froon around, especially amongst his chronies before daring to pop in. In this way he learns he avoids the meeting altogether...

c) Gemini an elder

Of course, forcing obedience to the Second Maxim always works, but makes the junior wonder what the fuss is about. The best way to manage this is to have an elder who is hard to copy get involved [see Gemini Loops, pg. 9]. It also spurs the player to not dawdle and waste his Geminis Remaining with GM interventions.

Try to avoid things like an elder stumbling in badly injured, riddled with bullets, muttering, "Rendezvous... a... trap... Stay... away..." or anything equally inflammatory, as it's close to the rule prohibiting a GM-initiated elder from dying in front of a junior PC [C^{NTINUM}, Initiating a Gemini, pg. 40]. A good player may put on a brave face and work it into their Yet, but many will grumble that the GM is pushing said rule.

3) Play an elder of the potentially late character at the Rendezvous

This is often the best option when the GM is juggling two consequences simultaneously— i.e. the outcome of a crisis at the Rendezvous influences the outcome of Ken's Time Combat, and vice versa. The elder the GM plays may ultimately have to warn off the junior, but can impart— or fail to impart— whatever information the GM deems best. Usually it's best in these circumstances to have the Rendezvousing characters catch up with the late character, and have *them* explain the encounter with the elder, and add to the character's Yet.

a) Further Information

The elder imparts plot-driving information, and alters the nature of the discussion at the Rendezvous. If the elder is plainly older and more experienced than the chrony the corner is familiar with, it suggests not only his survival, but that corner's next actions are very important.

b) Zombie

The PC arrives in a hypnotized state, and doesn't remember much of the Rendezvous, or how he got there. It might have been an Inheritor intervention, but more likely some narcissists have planted post-hypnotic suggestions in the chrony!

c) Along for the Ride

If the GM trusts the roleplaying ability of the player with the potentially late character, and can expect him to 'withhold' information about yet-unplayed events, just have him present during the Rendezvous: Drag the player over; just take time out every few minutes to wrap up what the junior character is up to, or even wait till the Rendezvous is over, and everyone is off doing their various tasks! This is especially effective if the character hasn't had to 'Survive Death' yet, [see Dead Again, pg. 14 and C^{NTINUM}, ppg. 40-41,] as there is no chance of fragging the corner with his Second Death.

4) Bore the potentially late character

Finally, the easiest method is to simply declare that nothing else of interest happens to the character until he Rendezvous. Whenever feasible, try this approach to get the itinerant spanner back on track. If the player decides on going off and getting a big list of Instant Skills or something instead of the Rendezvous, present him with the travails suggested under the game hog rules [C^{NTINUM}, pg. 148]. Naturally, if the player is on an interesting or innovative track that you want to run with, try one of the previous methods of solving the conundrum.

GMs and players should handle old business before rendezvous whenever they can, and thus avoid these questions altogether. [Re C^{NTINUM}, Typical rules around the Corner— Rendezvous rules, pg. 52.] Brief one-on-one wrap-up sessions in between games, and judicious application of the Third Maxim during them should keep players on time for appointments with other PCs. If a player wants to cruise off for days and days of Age on his own personal adventures— let him make a private appointment with his GM.

Note that the Rendezvous Stratagem in Time Combat is, like all Stratagems, a shorthand; the rules for how it operates in Time Combat are clearly spelled out, and is easily measured by Sweeps [C^{NTINUM}, pg. 126].

Transchronal Dreamsharing/Rendez-vous au rêve

Many of the same GM techniques can be employed in shared Dreams, but it's actually easier to manipulate: If one PC is too busy, he's just not asleep and Dreaming whenever he would benefit, or aid his chronies, and the Dreamsharing can simply be declared a failure. An elder of the Dreamsharer might be introduced, or the spanner could later be discovered to be just a part of the milieu controlled by someone at the Rendezvous, or even a Master Dreamer disguising himself as the chrony in the Dreamtime.

Further information is available in DREAMER, coming in the Yet from Aetherco/Dreamcatcher.

Setting Up Invitations

Firstly, bear in mind that all members of a corner can be at any members' Invitation, including, as shown in the Cynthia example, [C^oNTINUUM, *The Invitation and the Dance*, ppg. 2-8] multiple versions, and even oneself. You may want to start by planning an Invitation, then introduce a narcissist that is trying to screw it up, like Anton in the main rulebook's story examples.

In most cases, at least one or two of the players should begin play as a spanner, then if they like, play the Invitation later, even as the leveller junior. Or they can just play the elder incident, and act all-knowing to a safe gemini. (Fiendish GMs will be tempted to have the junior say 'no', but they'd better be prepared for an adventure to 'fix' that, if the elder is certain they "remember" this as the Invitation they said 'yes' to! [See also, *The Smart-Aleck*, pg. 8.]

But often the best way is to start with a group of chronies that's considered to have lived together for little while. C^oNTINUUM is not a game where the party is likely to meet for the first time in a bar—and how many lifelong friendships really begin in bars, anyway?

C^oNTINUUM corners have a wild range of character types who discover instant friendships they have Yet to earn. An unusual and new social situation unfolding right in the comfort of their new home...

Invitation Methods**Everyone Gets Their Turn**

Begin a campaign with one spanner's Invitation, and everyone else is in the know (like the story example in C^oNTINUUM, *The Invitation and the Dance*, ppg. 2-8). Then begin every game session, or every other one, with another character's Invitation. The GM should get some ideas from the players of what they'd like in an Invitation, and perhaps build a personalized adventure around it.

The Invited character is always played as a kind of flashback to the chrony's hapless youth as a clueless leveller. If attempted early in the campaign,

for the first couple Invitations the rest of the players may have to play elders of their chronies who have known each other awhile, just to make it convincing. But if the GM feels the group can handle playing this small piece of their Yets, the Invitation should go smoothly. (Well, as smoothly as any quasi-kidnapping can go...)

Mass Invitation (Open Agenda)

This method can either bring all the characters in at once from a single Fourth Maxim violation—or more fun, start with one or two that already now what they're doing.

The first alpha game of C^oNTINUUM (version 0.1) "Open Agenda" was the scenario played in February of 1998, and consisted of two spanners who had not completed their In-Between, a mentor killed before their eyes (but naturally still available) and before the eyes of about six levellers who become embroiled in an intrigue they barely understand. It was great fun, as the players playing the spanners were less versed in time travel than the players playing the levellers, who were bursting with ideas that were yet unable to try.

GMs can try the same with their games, though it may be wiser to start with one or two fully-fledged Span Ones, and have several levellers get invited at the same time, through witnessing some show-off narcissist attack.

Fukuzatsuna (AD 1492-1573)
Instructions to program a videocassette recorder (AD 1864)
Ink
Private collection



Misfits

This method was first used at the demo we held at GenCon 1999. That was a group of "misfits" who had been Invited from around the US Society circa 1960-2010, and they were all thrown together in a corner together since the people who felt they should be Invited weren't running a corner of their own at that point in their Age (mostly Span Fours, some Span Twos doing the inviting). This is one quick way to avoid everyone going to everyone else's Invitations.

It's also a good method to bring together characters from very distant places and times, though each of their Invitations will be more one-on-one experiences with the GM. Having taken place at a remove from their novice corner, their In-Betweens are likely to be a little more like an orphan finding a home, and their new chronies may be less readily recognized—or even trusted.

The Smart-Aleck

"So, then. Do you wish to accept this Invitation, and become one with us, an ethical god, spanning space and time at will?"

"No."

"No?"

"No. Take me home."

"You don't want to be a time traveller. Rule the world."

"Nope," the player barely suppresses a snigger.

"But it's a time travel game," growls the GM...

Don't worry if this happens to you. Let the smarmy player have his memory wiped as per Continuum spec [C^oNTINUUM, frontispiece, and pg. 8], and return him to his ordinary existence—at first. What this character needs is an enemy.

If you have a little game time to spend, you can start with items disappearing from his house, and then reappearing in unexpected places. Then nasty things start, like damaged goods, or full-scale burglaries with no witnesses, finally culminating in narcissists popping round in the corner of his eye, and threatening or destroying someone or something he loves.

Then, having witnessed some narcissist's span, the Continuum can approach him and invite him again. Now he'll have a score to settle, and only one choice in his outraged soul—but he'll be eternally forbidden to rescue the loved one he knows was injured or murdered. If something like that doesn't interest the player, hand him a card game.

If you don't have long to develop a smart-aleck's Invitation, just have him wake up in his cozy bed, remembering nothing about the time travellers, but hearing strangers whispering behind the door to his room. Something like this:

"You know, he's not supposed to go through life with only one eye," comes one whisper.

"So should we take one or both," comes another.

"Oh, just the one. I've got stuff riding on his being able see. Maybe we should take a finger. For luck."

"I got big plans for him, too."

Dark, suggestive chuckling is followed by a couple of teleporting people landing atop the character and butchering him a little. Attempts to fight back or escape are thwarted easily since these two don't give a fig for the Fourth Maxim. Shortly after they leave, the bleeding character experiences what he believes to be his first Invitation...

Some players will be roleplaying their fear or reluctance to say yes to an Invitation as a matter of character development. While the attitude is in the right place, getting them into the corner can take the same tack as wrangling a smart-aleck. For further inspiration, see C^oNTINUUM, Limit Table, pg. 15.

Planning Ahead — Introducing New PCs

Corners tend to be a very specific set of people. Unlike, say, a tv series, the set of characters is unlikely to have "new blood" due to their very nature as spanners. So you may want an NPC or two who are peripheral to the main bunch, in case someone dies 'twice' or if a player wants to start a new character. [See Continuing Characters, pg. 17.]

But like a tv show, a corner may have neighbors from the next corner over, and new characters might well be generated from there. No need for the "kids" to stay at home *all* the time, they can go out and play with their friends.

NPC takeover

If the GM plays a number of occasionally-seen Span One NPCs, these can be taken up as characters by new players (or previous players whose characters are out of the game).

Taking up an NPC that's been around is only tricky insofar as the GM has not likely recorded the NPC's every span. In most cases, the GM should assume that previous encounters with the former NPC were in the character's Age, and are not in his Yet—unless that makes for an entertaining adventure hook.

Entirely New Character

Of course, many players would prefer to introduce someone they've designed from scratch. There's no problem with this, as long as the character isn't from an already well-established corner. A neighbor, or even a drifter like Sven from the main rulebook stories, can wander in and out of a corner, and of course return. If a player wants or needs to design a character of a higher Span, (commensurate with the other player characters') see Dead and Buried, Start Again.

As should be apparent, the rule of saying "further information is not available here" goes a long way in ensuring the futurity of the game's fun and continuity. Newly introduced characters may be encountered by individual spanners, who very carefully don't inform their chronies or juniors unless the moment is right. Weird, but it works.

When is it a Gemini?

At first glance, it would seem that what makes a Gemini Incident is very straightforward—you meet an elder version of yourself, and the Incident begins.

But there are many shades of grey, some of which are reviewed below. The GM must always make the decision whether a Gemini incident has occurred, for purposes of accounting a character's Gemini Track.

The primary criteria of a Gemini are:

- 1) Both elder and junior are aware of each other
- 2) They are certain they are the same person
- 3) They can communicate meaningfully and simultaneously.

Let's look at some permutations of these:

Phone Gemini

The voice on the phone sounds a little familiar—someone from your hometown? Many people don't recognize their own recorded voice played back, and many novices spanners are startled by the way their elder sounds, even face-to-face. Thus, many novices might experience a Gemini over the phone, and not even know it.

With the right tech, and/or some clever, clandestine audio sampling of the target, phone voices can be faked. So many experienced spanners have been fooled by devilish narcissists working an angle on the Second Maxim.

The GM should consider carefully if this is a Gemini. Did an elder call the corner, and the junior answer, only to pass the phone to the mentor without asking who was calling? Is the elder sending emails or instant messages? The border between a note from oneself and a Gemini begin to blur in the Aquarian Era—but that is part of the point of preparing for the Inheritance.

Video Gemini

Video communication seems instantaneous, but what about live image or holographic manipulation? Is that really you, sometime in your Yet, or a very convincing fake (easily done with Aquarian Era tech)?

In most cases, the GM should count this as a Gemini, or at least appear to (in case it really is an attempt to dupe a spanner). If the spanner discovers he's been had, he gets a refund on his Gemini Track, of course.

Dream Gemini

Even levellers can meet themselves in a dream, and often do. While spanners, especially Dreamers, can make more out of a somnolent session with themselves, the Dreamtime exists outside the physical requirements of reality and causality, and even the Maxims barely count there, since dreams are mental constructs—fantasies, not realities [C^oNTINUUM, ppg. 108-111].

In any case, Dream Geminis need not be simultaneous, and being a dream, certainty is not always assured. The GM can count any Dream Gemini as extraneous to the ones counted on the Track.

Half-Geminis?

Silence on the phone, the feeling of being watched... these are creepy moments, but hardly count as Geminis, as any leveller can experience the willies. But on the other side is an elder or a junior spying on his other self—possibly during a Measure stratagem, or maybe by pure accident—is this a kind of Gemini?

The rules would say no. Since the other participant in the incident is either a junior never fully aware of the elder's presence, or an elder who has to feign ignorance of being watched, no meaningful communication is being passed, and therefore no Gemini. On the other hand, if the elder being spied on communicates in an obvious way with the junior, it's a full Gemini. (Say, writing "LOOK OUT" in big chalk letters as the hiding junior watches—then ducks...)

Gemini Loops

When Information Has No Origin

Ken is trying to crack into a password-protected web server in AD 2003. He's getting nowhere, when suddenly, he is visited by an elder self! The elder says, "The password is 'monkey blossom'," and promptly vanishes. The password works! After some quick hacking, he's done, and Ken decides he doesn't want any loose threads in his Yet. So he spans back and tells his junior, "The password is 'monkey blossom'."

Since only information is being passed¹, this is allowed by the rules [C^oNTINUUM, Note To Myself, ppg. 112-113]. Still, this doesn't satisfy many players' feelings of common sense. The GM may decide his reaction to this central issue of time travel, and with it the problems and solutions it holds.

¹And information has no mass; therefore its exceeding lightspeed (and passing back through time) does not violate relativity.

Loop Option 1: Common Sense Origin of Information

Unless the GM runs a gaming group that doesn't mind information having no clear point of origin, it's up to him to make it difficult to immediately complete elder incidents.

If the elder arrives with strange clothes, spanner companions, pets, languages, even scents of incense or spices or animals that the elder has been amongst, this will distance the event from the junior, and make it very hard to complete the Gemini. Clever GMs will drop vague hints of future adventures, instead of pat solutions to a junior's current dilemma. Smart players won't want to clean up their Yets completely, anyway, since it implies character longevity!

The GM is warned that he controls the players' elders, and should be on the watch for attempts to abuse elders' information. The GM should simply never solve players' problems for them. A character employing Slipshank to get information without the legwork can be declared in violation of the Second Maxim, since the elder is being put upon unduly by the junior.

Loop Option 2: Quantum Sense Origin of Information

If the GM does let his players perform Gemini loops, what *about* the origin of the information? The loop may be lengthened to years of Age, but still seems to have no source outside the spanner himself. Even if he finds an outside source, he still knows it's there to be found, which is a loop in itself. In theory, enough Age may have passed so that the spanner might actually forget the password (or to have it suppressed with hypnotism) and have to research it afresh, if that makes the players happy. Not an easy option for characters with Photographic Memory, of course.

And yet it is in the everyday nature of spanners to know things before they occur—hence the Yet and the responsibility that drives many plots in C^{NTINUM}. Common sense is a leveller's comfort. A spanner must accept the profound truth that the universe *Is*.

For similar entangling situations, see Measure for Measure, pg. 27.

All the King's Horses

The Nature of Frag and the Yet

Questions repeatedly arise over how frag really "works". We were instructed by the Continuum to keep the explanation vague or at a minimum² for our AD 1999 release; with the coming of the Aquarian Cusp, more specific information can here be revealed. Also, we figured keeping some Big Secrets for a separate GM book was a good idea on its own.

Foremost, spanners are different from other things in the universe. Being able to travel time at will means that the shape of spacetime is your immediate

environment, moreso perhaps than even the air you breathe and the water you drink. If something impinges on a person's air or water, he feels it. If something impinges on a spanner's existence, he feels it. But there is more to than just that.

Spanners are, after all, a vast interlocking network of nanotech. This nanotech is not sentient, but reacts to its use by sentience in many and subtle ways. While the nanotech making up Societal spanners does not communicate across time by itself, information is often passed while its spanners are Dreaming, or when coming into close contact with other spanners³. The nano reacts to many levels of information, not the least of which is unconscious deductions from a million seemingly unrelated facts—Jung's collective unconscious writ large across time and space. This is what is behind statements that the Yet tallies and informs spanners of their frag. [C^{NTINUM}, What is the Yet? pg. 47.] (Note that late Aquarians and other Inheritors share a *collective consciousness* as the means of living the spanning life, an efficient and very intense existence which is far more difficult for players to comprehend⁴ than mere time travel.)

At a certain excessive amounts of frag, the spanner loses control of his destination, density, and decision-making. Being divided in his understanding of what is happening can literally blow a spanner apart, since he may, in his confusion, decide to span to two or more moments with the same span—or part of his mind decides to span, another part decides to stay... Hence some parts of a fragged spanner are in one place in time, with other parts elsewhere. This is a highly unstable situation for the nanotech, as it is speeding Up and Down the Belts just to deliver blood and oxygen to the distant parts. This is part of the physical requirements to Span [C^{NTINUM}, pg. 175] and why frag is a physical sensation: The nanotech is losing its direction from the spanner's sentience, creating error and pain [C^{NTINUM}, *Somebody Always Wants You Gone*, ppg. 52-53.]

But often being fragged out is simply the end of one's Yet. In these cases, Fate doesn't take over, the spanner's nanotech does. The nanotech will default in the Continuum's best interest, and that rarely includes preserving a spanner that allows himself to get dangerously fragged—'self-destruct' would be putting it mildly. Hence statements warning against spanning beyond one's limits: A badly fragged spanner attempting a span may find his mass converting to energy, only to feed the Belts.

This is why the Quicker come in to collect, especially the narcissists with rogue nano. And why special, distant facilities are necessary to keep Humpty Dumpty from spilling all over spacetime.

Note. The foregoing is explication for use by the GM. It is in no way intended to allow players with characters below Span 5 to split hairs or alter any rule

²See especially C^{NTINUM}, What frag feels... and looks like, ppg. 14, 118-119. ³See esp. C^{NTINUM} pg. 174. The scene taking place in mind duplication are common, is progression of any split-second decision to span—and this information can be shared. ⁴The internet is another notable start towards this common understanding of the near future, and it's a training tool in its own right.

or ruling, solely on the unsentient workings of the character's nanotech. For further information on nanotricks allowable under the current rules, see *Fine-Tuned Spanning*, ppg. 34-35.

The Last Resort

Whenever two spanners believe two mutually exclusive versions of the same stretch of spacetime that they both experienced, one is wrong and he's the one who's fragged. Someone has to go and hypnotize a junior to remember an upcoming series of events differently. Often a videotape of the event will snap the fragged party out of the hypnosis, and everything will make sense again—but the frag stays until someone performs the Hypnosis, for reasons akin to Slipshank. [This essentially reiterates *C^oNTINUUM*, *Open and Shut*, et al, ppg. 170-171.]

If there were only two spanners in the universe, this could get ugly fast. People don't like hypnosis anyway, as the loss of control is fundamentally scary. Happily, there are always Scribes, or even chronies to Measure the event in hindsight to see who's right and who's under hypnosis, and bring back the videotape. A Scribe should always be alerted when hypnosis is used to cure frag, since the record of the victim's spans will have to be double-checked, verified and amended.

This is why Hypnosis is a requirement of advancement to Span Four. Any mentor of a Novice corner that wants to stay sane would learn it.

Playing Characters

Learning Curve

Why players have a time requirement, too.

Those that play *C^oNTINUUM* for a few games begin to realize that they're developing a new sense. They're starting to think in four dimensions—on an ongoing basis.

Some have wondered whether *C^oNTINUUM* can be grasped by most people. Our playtests, and now feedback from the release version of *C^oNTINUUM*, have shown that players pick up on using Span cards within the first session, and are trying out tricks across time as soon as they dare.

While the Continuum in the game would frown on frivolity, the players often find much amusement in the absurd scrapes they get entangled in after their first couple spans. And this is a good thing.

The players are learning about time travel. The rules require that players should play a few sessions before allowing character advancement only so that they can discover new concepts as the character does—*because many of these concepts will be new and startling to both*. The time requirement is *not* in order to learn game rules: The simple limitations placed on a character's beginning power to span, the game's use of basic measurements of space and time

are meant to keep those elements as simple as possible. The challenge is left where it should be, on the act and consequences of travelling time.

The early requirement to recite the Maxims by heart is a bit of a Boy or Girl Scout exercise, but the motive is the same: One should commit the life-saving and life-affirming mores by which one lives to memory. Since any character a *C^oNTINUUM* player will design will have had the Maxims grilled into them, the exercise is not in vain.

But once a player has played one character up to a certain Span, the GM can allow that player to begin a new character at the higher Span, if he deems it appropriate. See *Dead and Buried, Start Again*, pg. 15.

Fraternal Want Ads

If spanners had newspapers, they might use them to advertise for needed professionals—or desired jobs. But as the Societies work, spanners are often approached at the most opportune time directly by the interested parties, or hear about interesting events they wouldn't mind participating in from the normal round of spanner conversation. Sometimes a character simply spans into an adventure they didn't suspect was waiting for them, and often has precisely the skills needed for the task at hand.

Here follows some of the more popular specialists sought after for the more exciting jobs. Certainly a Scribe clerk or an Antiquarian cataloguer might find themselves in some mad time-hopping adventure, but one suspects they would not be the best people for hunting narcissists, or deciding who lives and who dies in a volcano eruption. Here's a run-down of some of the more exciting, two-fisted career choices awaiting characters of Spans below 5, and what Skills the jobs call for.

Antiquarians

Boxmen (Set Dressers) You don't just shuffle objects around. That's kid stuff. You're called on to mimic entire worlds.

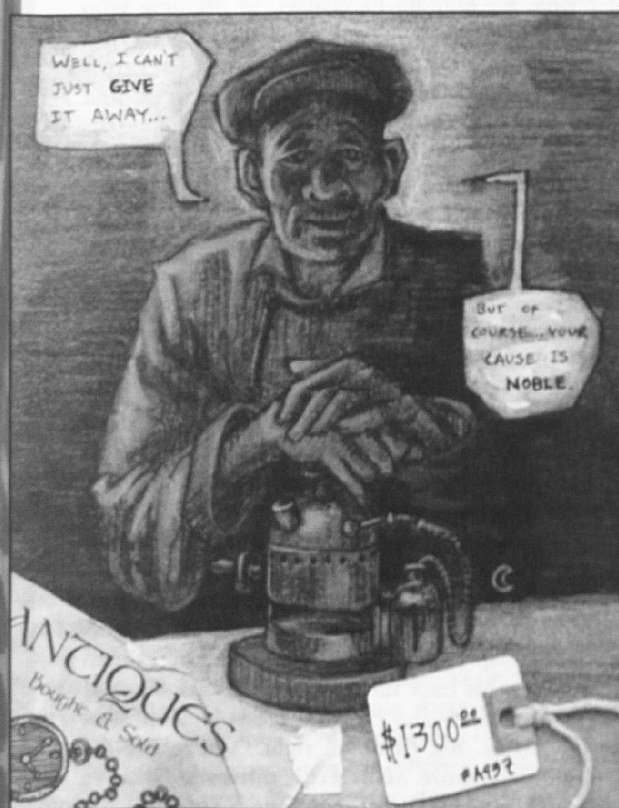
Often the best way to get a narcissist to give up information is to capture him asleep and build a "world" around him—recreating a false comfortable surround in an enclosed, Continuum-run facility, or even inventing scenarios to make the poor devil believe he's succeeded in changing history. The Thespians provide the bodies; the Scribes watch and the Engineers advise, but you're the puppetmasters for every telephone and oil lamp and booby trap in the place. Of course, it has to be functional for years at a stretch, and perhaps be isolated in an Era distant from the one portrayed. Sometimes it's just a few rooms designed to trap narcissists or to ease the occasional misplaced leveller back into his proper Level. The old *Mission: Impossible* and *Prisoner* shows stole most of your best ideas. But that's all right. You've got the time to think up more. *Skills* Art (Craftwork, Creative Writing); Games; History; Observation; Swindle

Remover (Repo Men) Antiquarians love to collect—and *these* Antiquarians are the ones who do just that. They are specialists in locating and removing objects of value and beauty—and in conserving, copying, and storing them. And then, of course, in the sometimes trickier art of *putting them back where they found them*—generally only a second or two later. Depending on their inclinations and abilities, they may do all this themselves, or find others to do some of it for them. *Skills* Art; History; Observation; Science (Conservation); Security

Dreamers

Musae (Interlopers, Veiled Ones, etc.) In most cases, narcissists aren't captured or even 'reamed' for their information. You just dream it out of them. As master of the Dreamtime, you can get into their sleeping state, and start dropping suggestions. Intruding on the dreams of enemies in the guise of a friend, stranger, animal, or even inanimate object, you coax the course of your target's dream to reveal the things you need to know, often without ever directly asking his dreamself. You're also good at convincing someone to do something after they wake up, without Hypnosis, by adding positive (or scary) elements to their dreams which come to have significance for them during the day. (See esp. *Revelations About a Person*, C^oNTINUUM, pg. 109.) Only those willing to risk Dream Combat need apply. *Skills* Art (various); Dreaming

Rook Morrow, (b. 1987)
panel from *Blue Shift* #4
ink, acrylic & graphite
Artherco Comics
AD 2007



Artwork Copyright © 2000 Raven Mimura

¹See C^oNTINUUM, pg. 164, footnote 4.

(Master Rank or higher); Investigation; Observation; Swindle

Dream Squads (Dream Teams, etc.) There are gifted narcissists that turn the friendly roughhousing of Dream Combat into a brain-frying nightmare. The Continuum and the Fraternity don't like the consequences of having dreams harm a person's physical nervous system. Your job is to *remind* those who try it what it feels like. Yes, you have to be one of the Fraternity's best and brightest to be on a Dream Team, and everyone knows it. See also C^oNTINUUM, pp. 110-111, 162. *Skills* Art (Acting); Combat Skills (very many); Dreaming (Master Rank or higher); Hypnosis; Telepathy (Mind of 10 or higher)

Engineers

Handymen (Jacks-of-all-Trades, Macgyvers) If mere 'beaming up' solved everything, the Continuum would have put you out of a job. Fortunately, you like to get your hands dirty, and be there when it counts the most. Narcissists plant bombs, plan avalanches, and set traps from pits to haywire searchies¹. You solve how to unravel the mechanics of these menacing devices without them going off—or leaving any evidence to unsuspecting levellers. *Skills* Acumen (any appropriate to the specific job); Engineering; Investigation; Locality Knowledge (often studied like an 'Instant Skill' just before going in); Observation; Survival; Swindle

Debunkers. Time and again narcissists will bring tech Down to when it ain't been invented. Everyone's job is to stop them, but your job is in relieving the local levellers of their fears and suspicions. Hire a midjet to be discovered operating the mechanical man, fly your private airplane the night of the UFO flap, pull the curtain aside to reveal the mirrors where a man 'vanished' and be ready to explain anything away with the reason and common sense of the day. Expose how the 'magic' was performed, and make the culprit an untrusted laughingstock. Disproving anachronisms is far from being a mere sideshow: You also have to keep a watch out for the narcissists out to prove you wrong. You have a touch of the Thespian bug, but you're really just someone who likes to explain how things work. *Skills* Art (Acting); Engineering; Etiquette History Hypnosis Investigation Swindle Teaching

Foxhorn

Strike Team. When a mentor can't handle an attack on his corner, he calls an Exalted, and the Exalted usually request you. This high risk, high reward occupation offers a certain amount of job satisfaction, in that you get to regularly kill and frag out narcissists. A high tolerance for stress and bloodshed is required, as you put yourself on the line every day. *Skills* Acumen (Narcissist Tactics); Combat (a wide variety); Security; Stealth

Brain Picker. Sometimes interrogations must be done quickly or, in the case of many Foxhorn exploits, post-mortem. You are called in when this is necessary. You have experience using Neural sequencing technology [C^oNTINUUM, pg. 165], as well as standard interrogation techniques and medicine. As an expert in interrogation, you should know how to get into someone's head using nothing but words, as well as having a familiarity with a variety of methods including drugs, torture, and 22nd century technology. *Skills* Acumen (Pharmacology, Neural Sequencing Tech, Torture); Hypnosis; Medicine; Observation; Psychology (Interrogation Techniques).

Midwives

Sower. 'The path of true love never did run smooth,' wrote Shakespeare. Sensible man. Perhaps he'd met a local Sower. Marriages are made in heaven; or unmade as the case may be. Sowers they are as likely to sow discord in marriage plans as they are to encourage passion between reluctant lovers. Sometimes, this can be subtle. More times, it's not. The role of the Sower is to watch over the couple concerned, making sure they meet when and where they should—and that they don't get entangled with anyone else along the way. Or at least to minimize the outcomes if such undesired trysts do take place. Since this means constant vigilance—and it's necessary for Sower to have enough Thespian skills to fit in. *Skills* Anthropology; Etiquette; Hypnosis; Law; Medicine; Unarmed Combat (among other Combat Skills); Security; Stealth

Silk (Silkworms, Lerneans, Gene Stealers) You aren't interested in people. You're interested in deoxyribonucleic acid. Your task is to travel as widely as you can through spacetime, and collect and record as many samples of human tissue as possible. Two things are of special importance. First, tracking any unexpected movements of people (a fairhaired giant in AD 15th Century Morocco would be of more than passing interest to all—but most especially to an itinerant Silk). Second, instances of aberrant DNA: mutations, animal or... *other* intrusions. Some may occur naturally—but they may also be the remains of narcissist interventions during the Geminid Era, sneaking slowly Up through history. It is imperative that all of these are found, halted and/or removed. Further information is not available here, but you'll find plenty of it on the job. *Skills* Anthropology; Medicine; Observation; Science (Biochemistry, Genetics, etc.); Security; Stealth

Moneychangers

Toecutter. Criminals rob from the innocent, but who robs from the criminal? The Toecutter, of course, figuratively cutting the feet out from thieves and con artists by looting them of their ill-gotten gains. Of course, such people get little sympathy from leveller authorities, and have little recourse against a crafty

spanner, so the Toecutter is the best example of committing the perfect crime. *Skills* Etiquette (Criminals); Investigation; Security; Swindle (Criminals)

Arranger. Someone has to set up the One Big Score of every spanner, and this spanner is the one that does it. Such work requires careful research and business acumen, as well as some financial stealth; such a big event in a spanner's life would be a choice target for a hit and run. *Skills* Bureaucracy; Finance; Investigation; Law

Physicians

Pygmaliions (Cooks) Most of their time is spent creating spanners in Physician corners throughout spacetime, but they also operate in the field. If it is deemed necessary to remove spanner tech from an individual for some reason, the Fraternity will dispatch a Pygmalion to perform the surgery once the spanner has been located and subdued. They are primarily concerned with recovering all of the elements of the technology, and with preserving the life of the spanner as a secondary concern. They also investigate spanners that are behaving strangely. Unusual patterns of spanning or behavior may be the result of tech malfunction in extreme cases, and it requires their training to tell if this is the problem. *Skills* Computer; History; Investigation; Medicine; Surgery; Hypnosis; Science (Nanotech)

Psyches. You have two main functions. One is to care for spanners that have been stressed by their work, and who need to be brought back into a better state of mind. Another purpose for the Psyches which the Fraternity does not often discuss is to ensure that certain spanners follow the path that they are meant to take. If it is known that a certain spanner will eventually become a narcissist, but if he gains in Age to a certain point without showing any sign of turning to the other side, the Psyches may decide to give him a push. Trying to save spanners from narcissism is also on the agenda, but everyone expects to help with that. *Skills* Games; History; Hypnosis; Investigation; Languages; Medicine (Psychiatry, among others)

Quicker

Locality Liason. You study and spend time with Inheritors more than most spanners, and are responsible for making any visitations go smoothly. You often act as a sort of "Greek chorus" for groups of telepathically-inclined Inheritors or late Aquarians visiting a local corner, translating back and forth. You usually arrive before some horrible event befalls a corner to drop hints and demands and help insure success against whatever the Inheritors have to come fix. (Really, some these corners should be more thankful that they're warned at all.) You're probably from the Aquarian Cusp, as such a time of transition breeds folk both familiar with the old and open to the new. You tend to be more necessary the farther Down from

Inheritor spacetime one gets. *Skills* Aquarian Skills (esp. Telepathy); Dreaming; Etiquette (Inheritor, and appropriate localities); History; Languages; Security

Exorcists (Baggers, Busters, etc.) Whether using technological or parapsychological means, you are met with leveller disbelief throughout most Societies. You investigate claims of ghosts, fairies, or any sort of paranormal incident. You may be part of a larger leveller organization, investigating these occurrences due to connections to crimes, with motivations linked to the Continuum, or individual concerns. *Skills* Aquarian Skills; History (Hauntings); Library Science⁶; Science (Electromagnetics, Nanotech, Physics)

Scribes

Courier. You travel extensively Up and Down, delivering messages to spanners regarding requests to enter corners, warnings about dangerous narcissists, and areas to avoid in spacetime such as Time Combats and sources of natural frag. But being a four-dimensional postman lands one in the center of almost every narcissist intrigue as most seek to kill the messenger before they can warn the Continuum. It's a high stress job, as delivering information is all—shoot first, ask questions earlier. *Skills* Combat Skills (various); Dreaming; Languages; Library Science; Security; Stealth.

Debunkers. No reason Scribes can't do this job! See Engineers, pg. 12.

Thespians

Spearcarrier You quite often find yourself at the pivotal points in any assignment—not because you're being someone big and flashy, but because you *aren't*. You're the one who takes on the little roles that can set events in motion—they need someone to mingle with a crowd and start a riot convincingly? That would be you. Say some Foxhorn knocks out a guard a bit too thoroughly, and someone's going to have to take his place for awhile? That would be you. You're the 'instant' addition to any party smack in the middle of a hotspot, in the guise of someone trusted by the locals. Many Thespians that land the big roles start out as spearcarriers. Experts at mimicry, improvisation and blending in, spearcarriers may not be glamorous. But you're essential. *Skills* Athletics; Art (Acting, Improvisation); Bureaucracy; Etiquette; Languages; Unarmed Combat

Dead Again : Mechanics of Surviving Death

Somewhere, somewhen, someone knows everything about the life of a spanner. From his Invitation, to his progression in Span, to the frag he takes, the sum of a spanner's life is known. Even his death.

The concept of Surviving Death is a game convention, [see C^{NTINUUM}, ppg. 40-41,] designed so that a story does not abruptly get thrown off track by the death of a character. Spanners avoid death all the time, but a very public accident or murder can't be spanned away from without a violation of the Fourth Maxim. These situations need some serious explanation, to wit, leveller witnesses have to discover a body.

As far as game mechanics are concerned, the moment a spanner with less than 5 Frag is killed, he writes his death into his Yet, and is assumed to have narrowly avoided the killing blow by a split-second—instead, he survives for a little more Age, spanning away to rejoin his chronies. He may continue to play, long enough to advance up to two ranks of Span. But at some point while at that last rank of Span, he must return to the scene of his death, to end his Yet.

As far as the Continuum is concerned, it is a bit less complicated. Spanners are used to seemingly out of place incidents; as long as causality is satisfied for everyone, no frag is generated, and the universe continues to move harmoniously. A spanner might not even be aware that his departure from the scene of explosions or crashing boulders was premature.

Social beings that spanners are, word gets around about things. It becomes necessary to tell the spanner of his grim end. Someone trusted and respected by the spanner (his mentor or an Exalted, for instance) appears to the spanner and makes him aware that he has literally cheated death, and will be expected to ante up at the same level and location. Knowing the actual time and place of one's death makes all but the most steel-nerved chrony nervous [see C^{NTINUUM}, Madness and Related Problems, ppg. 138-143]. As a loyal member of the Continuum, it is his duty to fulfill this Yet. However, it does not mean he has to go the very moment he is told his bad fortune.

After a situation where a character Survives Death, the GM may, of course, wish to roleplay out the revelation to the character, or save the discovery of his demise for a more dramatic moment.

Some facts to note regarding Surviving Death:

- The character that took the killing blow and is lying dead is an elder, and it is the junior continuing play and advancing in Span.⁷
- The character's death is in his Yet, but all observers have experienced it, and it is part of their Age.
- Just before returning to face his demise, the character is actively aware of his death, but since it is in his Yet, he cannot stop it.

Surviving Death in Time Combat (esp. Iron Man)

If a character dies because of rolling a 10 while using the Iron Man Stratagem [C^{NTINUUM}, pg. 125], he is still allowed to escape and experience the death later, as per the Surviving Death rule. As stated in the rulebook, Second Death penalties apply if appropriate.

⁶ See pg. 29. See also our website for new Skills, or ones missing from an earlier printing or version: www.amherst.com/continuum
⁷ This in no way should be seen as a conflict with the prohibition of GMs to invent the death of an elder [C^{NTINUUM}, pg. 40].

Iron Man Victory and Avoiding Death

This is an instance where a GM or player's desire to watch the universe apparently cleave to a character's invincibility is most fully realized. The GM may either indulge in fudging rolls to allow the chrony to beat anything life-threatening, or make the opposition too blind or stupid to attack the Victorious spanner.

But no matter how wild things get, the explanation is always that *somebody ensures* that things go swimmingly for the Victorious spanner— considering the Second Maxim, the GM may even make the player character put any and all 'fixes' in his Yet.

NOTE. Iron Man Victory is *not* Surviving Death, but Avoiding it altogether. Such a lucky character *cannot* die during the Time Combat— but as soon as it officially ends, he is immediately susceptible to any hazards or dangers he is in the midst of...

The Real Danger of Second Death

The great amount of frag from a Second Death is simply the absolute inability of the character to meet his Yet— he's dead, at the wrong place and time. While being set beyond 7 Frag when you are already dead seems like literal overkill, narcissists have been known to utilize this dark facet of existence in the creation of Vessels [C^oNTINUUM, pg. 205]. *Cavete chronos.*

Dead and Buried, Start Again

Once a character meets his death (or suffers the anathema, Second Death) the player can start a new character. For tips on introducing a new character to a C^oNTINUUM game, see Planning Ahead— introducing New PCs, pg. 8.

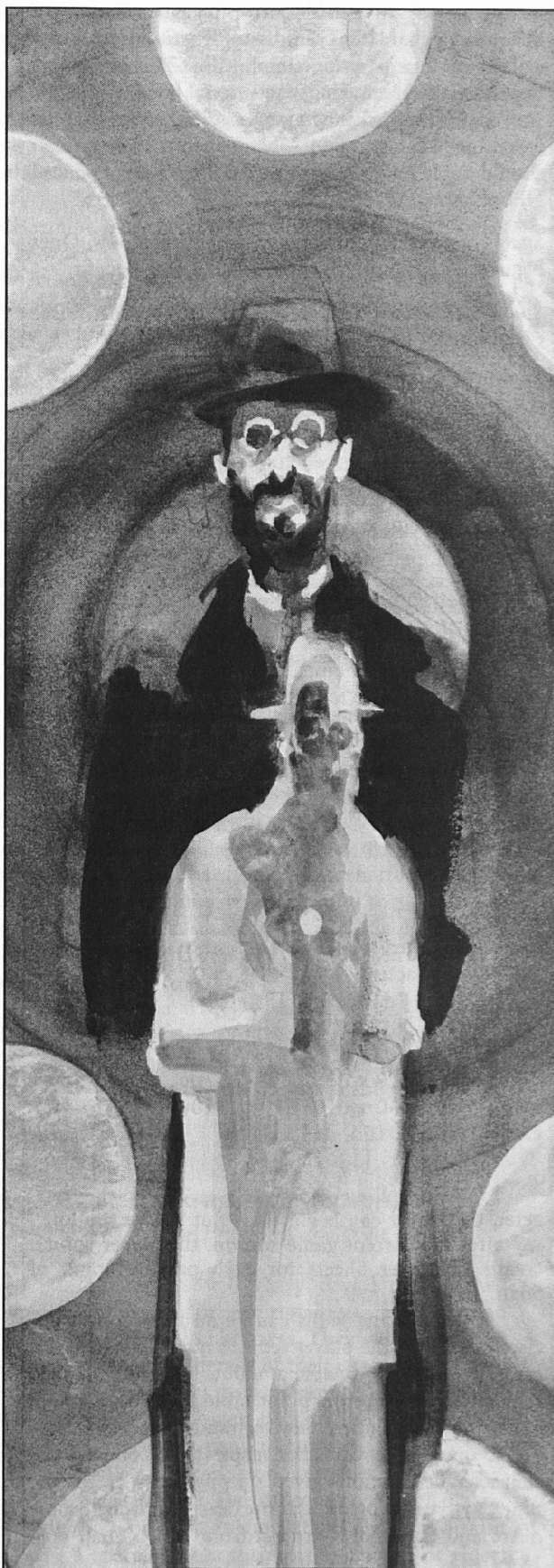
Depending on the campaign or the scenario, a player may not want to start all over again with a Span One, so here's a few thoughts on designing higher Span characters:

1) Is the player really ready for this?

Players who are brand new to the C^oNTINUUM experience would be better off beginning as a Span One. So many questions abound for a brand new player, that they really need to discover time travel from the "beginning" [See Learning Curve, pg. 11.] But a player that's already played a character through Span 3 could arguably begin a new one at Span 3.

2) Point assignments

Naturally, a character starting at a higher Span needs a greater number of character points to build from. Here follows some suggested numbers. The GM may adjust these as he sees fit:



Victor Beauregard Houston, (b. AD 1857)
Me and my Shadow, (1864)
Watercolor
Collection of the artist

GM

Span Zero: Starting as a clueless leveller is an entirely legitimate way to open a C^oNTINUUM game; Zeroes get between 15 character points + no Benefits and the typical Span One starting amount of 25 points + 1 Benefit. Certain amazing, exceptional levellers may be walking around with as many as 50 character points worth of Skills + 2 free Benefits, but this maximum should apply only to the most dazzling or experienced NPCs.

Span One: As delineated in the main rulebook, Ones begin with 25 character points and 1 free Benefit.

Span Two: 35 character points and 1 free Benefit. [see C^oNTINUUM, pg. 59 for minimums]

Span Three: 50 character points and 1 free Benefit. [See C^oNTINUUM, pg. 87 for minimums.] At Span 3 and above, character should also roll on the Yet of the In-Between Table [C^oNTINUUM, pg. 176] for some instant, if generalized, events awaiting in his Yet.

Span Four: 75 character points and 1 free Benefit. [See C^oNTINUUM, pg. 93 for minimums.]

Span Five: 100 character points and 1 free Benefit* [See C^oNTINUUM, pg. 100 for minimums.]

Character points may be spent as per the rules on pg. 11 of C^oNTINUUM.

3) Backstories

After assigning the points, a character's Age should be determined². The GM may either allow a player to pick the current Age of his new character with the ranges listed below, or have him roll randomly.

Span	Roll	Median
Zero	For healthy AD 20th Century characters: 18 + 1d10 years (19y - 28y)	23.5y
One	17 + 2d10 (19y - 37y)	28y
Two	18 + 3d10 (21y - 48y)	33y
Three	20 + [10 x d10] (30y - 120y)	75y
Four	40 + [30 x d10] (70y - 340y)	205y
Exalted (Five+)	100 + [10 x d10 x d10] (110y - 1100y)	605y

After rolling or assigning an Age to the character, the player can begin play. But before too long, say after the current game session, the player should create Character Sheets for each previous rank of Span.

Backdating Skills can be an interesting exercise. Essentially the player reduces his high Span character's stats by reasonable amounts according to each rank of Span—use the point table above as a rough guide, and remember, they're juniors, and therefore NPCs run by the GM. For inspiration, compare the character descriptions given on ppg. 20 - 22 for the Blue Sky Rising corner, and the descriptions of Jeanne d'Arc and Count St. Germain from C^oNTINUUM, ppg. 184 - 185.

Then, between games, the GM may provide a few Gemini elder incidents in the character's Yet, as well any other strange adventures the character is aware he's in for...

Non-linear Storytelling

Approaching Scenario Construction

Hollywood director Quentin Tarantino is lauded for his ability to tell stories out of sequential order, such as the interlaced tales of *Pulp Fiction*. Many hope to emulate or improve on him, and only so many succeed.

C^oNTINUUM encourages *everyone* to think outside the box. The GM most of all.

Any story has to take place somewhere, and for novices that would be their hometown corner [pg. 17]. While not a rule, the GM and players might be better off designing their first corner around the familiar avenues of their own town, with the local history even more familiar, and even personal to the players. The principle of the Learning Curve [pg. 11] is relevant here—once one's familiar surround is explored, one begins to appreciate that running around through time means you're tramping through someone else's backyard. Another time that someone knows and cares about very much.

More important to the GM, after once designing the detail of his own hometown, he can more readily research and lavish details on the distant places in time his players want to visit.

Since the players are providing the heroes (which most adventure stories have), the GM gets to provide the villains. And villains in C^oNTINUUM are what drive the story (see The Eternal Villain, below.)

For additional help with plots and time travel, see also C^oNTINUUM, Designing the Campaign, ppg. 149-152.

What Makes It Fun?

Any game that simply claims to be fun, but provides less than obvious hooks to adventure, deserves some skepticism. The authors maintain that in the case of C^oNTINUUM, a new player will be blown away even by exploring the ordinary house his character lives in—in four dimensions. The experience is just that unique a thrill.

But to keep it fun, plots must ultimately develop, and evolve into meaningful struggles. Since time travel is personal, and bound by social rules, any plot or excitement in C^oNTINUUM is driven by its villains.

And in C^oNTINUUM, the old saw of the recurring bad guy that always returns to fight another day starts making a fresh and terrifying kind of sense...

²Although, by the numbers, the authors have calculated that a Span Five can be created with a minimum of 33 character points!! See also C^oNTINUUM, Aging Table, pg. 183 for minimum Age before aging becomes a detriment.

Continuing Characters

The Eternal Villain

A gun that's fired in the 1st act shows up in the 3rd.

Any seasoned Foxhorn will tell you: Make the most of killing a sworn or rabid enemy, because you're only allowed to kill him once.

Often as not, it's just the beginning of your troubles with him.

Perhaps he learns you kill him, and of course, tries to stop you, or he's been driven mad with your elder's pursuit of him, and decides you're the one he needs closure with, or your annoying little habit of littering your candy wrappers on the steps of the library entrance is the one event that unwound all his plans to "escape" the universe.

The GM always has the scourge of informing a player of troubling events in their Yet— nothing deadly, but tragedies, great and small on the horizon, that on the face of it are innocuous or inexplicable. But upon experiencing them, may add up to a pattern of attacks.

But it's not just the nightmare of never being completely rid of a pest— the consequences of any success a villain has are things a spanner may never erase.

Lost items might be recovered, or enjoyed stealthily out-of-sequence, but dead friends and relatives are another matter. Narcissists know this, and the ones that blame the Continuum for their lousy lives sometimes lash out at innocent levellers.

A cautious spanner *might* be visit a lost leveller loved one, a little, if they were in perfect disguise of their junior self, and said or did nothing to disrupt events or frag anyone. Bittersweet, lopsided reunions like these can add bite to moments when the chrony is tracking down the loved one's killer, or making the mistake that set the enemy against him in the first place.

Supporting Cast:

The Mentor and his Chronies

Bear in mind that the mentor was a Span One once, too. And many of old pals may come round for a visit, and recount old war stories— with certain parts labeled, "Further information is not available here."

In fact, characters should be coming and going from the corner all the time. The PCs may just not notice right away.

But the GM is encouraged to develop a few higher Span types that befriend, or perhaps challenge the wits (or patience) of the novices. Fraternal corners, of course, will have larger numbers of visitors,

with (mercifully) similar interests to any PC members of the corner. Such NPCs should already be in the midst of, or having finished incredible adventures, preferably ones the GM has planned for a future night's play. These supporting characters give depth and texture to the game, especially since the GM can play up any ones that become popular, and downplay others.

Mixing generations of spanners, an occasional Gemini, and even perhaps a glimpse of chronies they will one day mentor themselves gives the players the complete feel of the Continuum— that life is always swirling around you, and that anything is possible, as long as no one breaks any Maxims.

The Swing Character

A popular ploy in many mysteries, and of course in conspiracy genre works, is that of the character of ambiguous leanings.

Good examples might be: A Dreamer who strongly believes that the Dreamtime is another universe [as suggested in *C^NTINUUM*, pg. 162] and so aids the occasional friendly-seeming narcissist. Or perhaps a Continuum spanner who has been alone for a long time, and is slowly going rogue, like Sven from the story *Out In Society* [*C^NTINUUM*, ppg. 118 - 120]. Or a spanner with a mental illness.

Swing characters can be used by the GM to throw doubt into a scenario— Players should be wondering, is this shady spanner just being cautious, or is he really treacherous? And the GM should keep the option to make the swing character be a good guy or a bad guy until the last possible moment. If the players are having a hard time in a scenario, the swing character can turn out to be a helpful sort. If they're walking through an adventure with little opposition, the swing NPC can suddenly turn on them, pursuing a more nefarious agenda.

In a time travel game, little player unpredictabilities can have far-reaching consequences. A GM with a swing character in the works is ready to meet the unexpected with an extra, fully optionable character.

A Corner in Your Hometown.

Creating NPCs, their Environs, and their Motives

The players will likely devise people they think are typical— or entertaining— from around town to play as their characters. They will lavish time and interest in many details of their characters, if they care to. The GM has to run potentially dozens of NPCs, and needs a quick way to list and organize them.

NPCs are people, too, and they need occupations, a place to live and of course, a goal in life. Friendly NPCs can be anyone, travellers from distant epochs, a spanner from the Neighborhood, or elders of your chronies. Unfriendly ones need some reason to

come to your town, especially since any that can span know there's a corner waiting there, ready to defy them.

Has anyone famous ever lived or come from your hometown? A President or Minister coming through briefly to open a post office or give an address? A major event or disaster happen nearby? Most places where people have lived have had their share of notable occurrences. Any or all of them can be targets for narcissists.

Use the character points on pg. 16 for creating fully-fleshed NPCs of any Span, and use the Corner Sheet to organize them.

The Corner Sheet

Use the Corner Sheet on pg. 94 to flesh out the details of the players' corner, and any other corners you'd like to detail. Corner Sheets are especially effective for developing a set of narcissists, or indeed, even levellers who hang out together like a sports team or a police precinct.

Neighborhoods— Corners Beginning and Ending

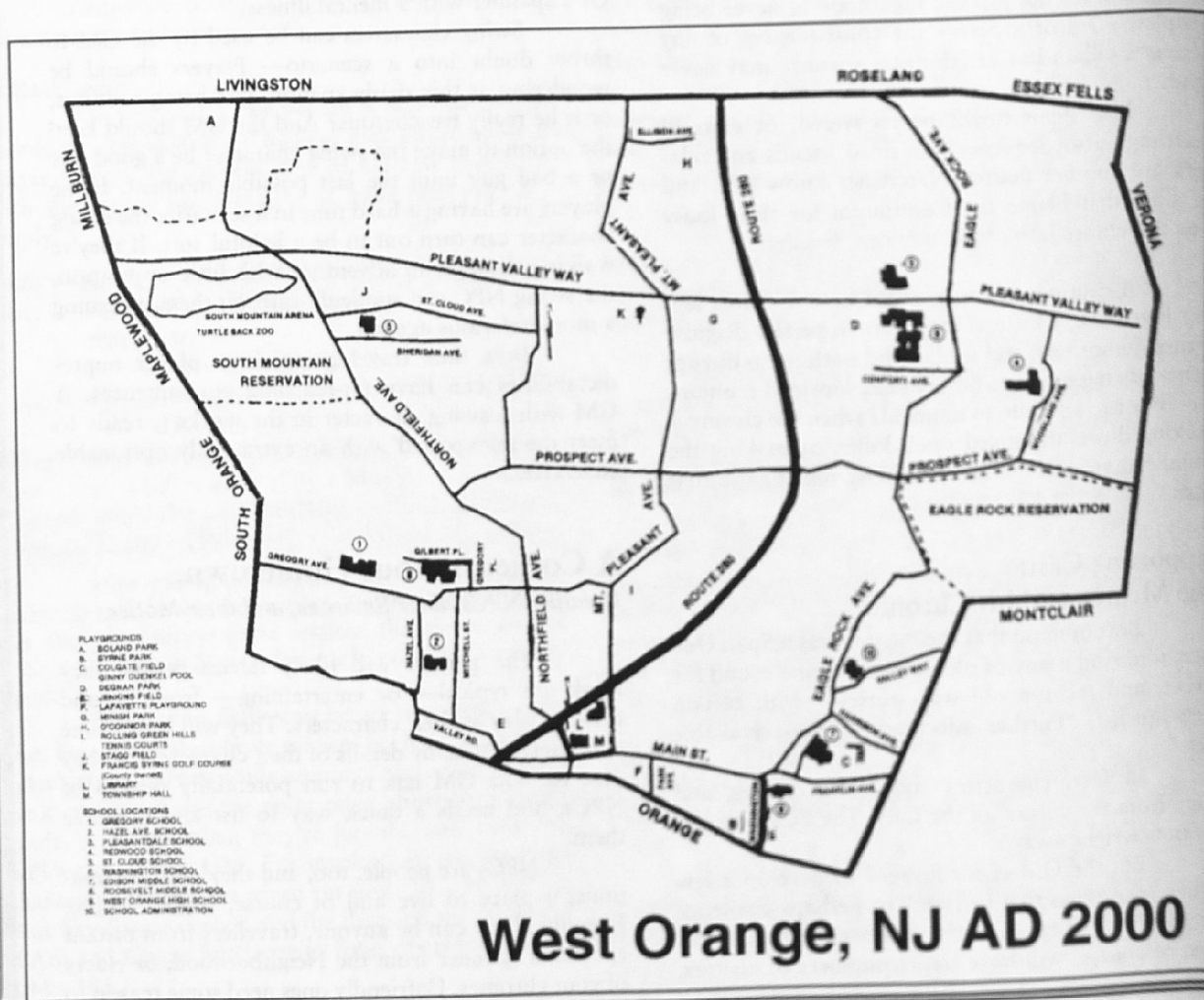
The many lives the years touch on all sides

Most mentors will have met or received word from their eldest self at the corner, and receive the "dossiers" mentioned in C^oNTINUUM [ppg. 88 - 89] over what to expect during the existence of the corner.

But the other corners in the area remain a bit of a mystery, at least to the new mentor. He will have to begin somewhere with the neighbors, including those controlling the space his corner occupies farther Down and Up. 'Passing the Reigns' of a corner can sometimes be ritualized, but both parties remain neighbors.

The Neighborhood Sheet

The Neighborhood Sheet (pg. 95) is designed to help the GM visualize the people the mentor can call on in an emergency—or who may call on him and the PCs. The sheet presents room to list several corners and brief notes on the occupants. (Naturally if the GM wants further detail, each corner can have its own Corner Sheet.)



One number to bear in mind when assigning numbers of spanners to an area of spacetime, is that the ratio of spanners to levellers is about 1000:1 in any given year, especially during the 200 years leading up to the Aquarian Cusp. (See pg. 38.)

See the chart of the West Orange neighborhood (below) for an example of a filled-in section of the Sheet.

Blue Sky Rising
Corner and Neighborhood Example

Q. How many spanners does it take to change a lightbulb?
A. None. The lightbulb can't change, the lightbulb IS.
—New Jersey spanner joke,
Aquarian cusp

Blue Sky Rising is a Novice corner in West Orange, New Jersey, from AD 1981 to AD 2014. Located in the middle of suburbia, it still is close enough to such places as Newark and Hoboken, New Jersey, and New York City, that it finds its share of excitement. It is surrounded by several colleges, businesses, and residential and historical areas of note. It has families, leveller crime, storms, and the occasional oddity and tragedy. It has Yets to fulfill, narcissists to fight, and lives to live.

In other words, it is reflection of America, and similar corners in suburban areas.

It gets its share of visitors, from those needing to relax in some capacity to those doing research at the various museums and colleges in the area. West Orange has enough places, especially at night, where you can Span around and land on rooftops before you Span into an alleyway or street. Spanners of neighboring corners are helpful enough, and tend not to interfere with each other's business. It gets a number

of stopover guests from the early Aquarian Era, mostly Antiquarians and Engineers on their way Down to Edison's laboratory during its heyday.

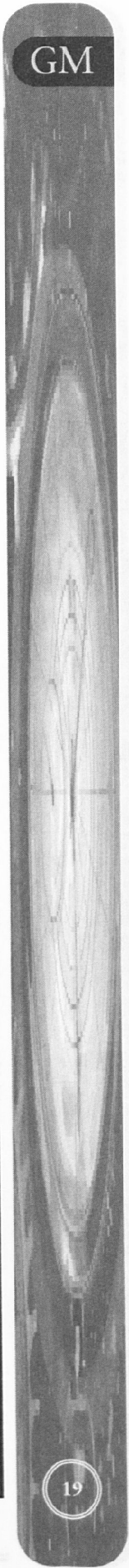
The corner itself is located in Llewellyn Park. Llewellyn Park is a planned community within West Orange, and the first 'planned residential community' in the United States. Designed by Llewellyn Haskell in the AD 1850s, it is an isolated area, and perfect for spanner activities. It is constructed in the romantic style, being three stories, containing bedrooms for each of the spanners, and a great deal of room otherwise. It is similar in design to Glenmont, the historic home of Thomas Edison. This is no great surprise, as it was designed by the same architect, Henry Hudson Holly.

A Note on Glenmont
Glenmont is found on a 15.67 acre estate in Llewellyn Park, one of the first private residential communities in the United States. Built in AD 1880, the twenty-nine room brick-and-timber mansion contains the original furnishings and family items used by Thomas and Mina Edison, their family and their servants. The estate grounds include gardens, the family greenhouse and barn, and the poured cement garage containing the family's automobiles. The graves of Thomas and Mina Edison are on the grounds of the estate.

Nighborhood Graph: Blue Sky Rising

Use the graph to organize the corners in a neighborhood as they are related through time—here's one way of using it; for more more details see pg. 93.

	◀ 1920	◀ 1940	◀ 1960	◀ 1980	◀ 2000	◀ 2020	◀ 2040	◀ 2060
(AD 1328)								
						2021 Eagle Rock		
						(Societal Border)		
Benjamin's House	1943				2011			
Fall and Rise Again		1951		1993				
BLUE SKY RISING			1981		2014			
Always Thursday Night			1983		2014			



The Novices

(Handouts of these characters are available online at aetherco.com/continuum/scenarios/)



Alan Jameson
Society United States
Locality West Orange
c2000
Corner Blue Sky Rising
 1981-2014
Age 24y 47d
Born Sep 17, 1977
Invited Aug 12, 1998
What everyone knows about Alan:

A home-brewer and beer connoisseur, Alan is a teaching assistant at Rutgers Newark. Also, he bartends part-time at the Harrison Avenue Tavern in West Orange. Recently picked up a new recipe from a home brewer in Long Island, which tastes great. His first batch of it is still fermenting, and Alan doesn't want to Span Up to see how it goes; he feels the anticipation is part of the process.

Span 0 (Sep 17, 1977 - Aug 12, 1998)

Benefit Lucky

Highest Stats B 3 M 5 Q 3

Span 1

Fraternity Joins Antiquarians

Highest Stats B 3 M 6 Q 4

Skills American Literature J8 Art (Brewing) J6

Computer A7 History (Brewing) J8 Research A7

Teaching A7

Span 2

Highest Stats B 5 M 7 Q 6

Skills American Literature M10 Art (Brewing) M10

Computer J9 Dreaming A7 History: Brewing M10

Research J9 Teaching J9

Span 3

No longer involved in Corner.

Some of Alan's Private Stuff:

You can't wait to try your first batch of Long Dark Death, the recipe you got from Mike Smith, co-owner of Ken and Mike's Floor Beer Company out on Long Island. You need to get everyone to promise that they will not try the brew, and span Down or something to tell you how it is—but you think you can get them to stick to their word.

It doesn't help that your parents think you are an alcoholic. According to them, everyone in the family is one, and it's only a matter of time before you end up in a gutter...



Bill Zwick
 aka "Sir William of Ulster"
Society United States
Locality West Orange
c2000
Corner Blue Sky Rising
 1981-2014
Age 28y 123d
Born Jan 5, 1973
Invited Feb 7, 1994
What everyone knows about Bill:

A "perpetual" college student at Montclair State University, and a knight in the SCA (Society for Creative Anachronism). Has been to every Pennsic War, fighting in different armors and under different names. Known in his locality as a SCAdian and eccentric, even among college students, he has made quite a name for himself among the student body. Never seems tired from fighting. Believes that Love Conquers All, at least what you can't beat with a rat-tan sword.

Span 0 (Jan 5, 1973 - Feb 7, 1994)

Benefit Fame

Highest Stats B 4 M 5 Q 5

Span 1

Fraternity Joins Foxhorn

Highest Stats B 5 M 6 Q 6

Skills Etiquette (European Medieval Courtly) A7

History (European Middle Ages) J8 Melee Weapon

(sword and shield) J7 Toughness A6

Span 2

Highest Stats B 6 M 6 Q 7

Skills Etiquette (European Medieval Courtly) J8

History (European Middle Ages) J8 Melee Weapon

(spear) J8 Melee Weapon (sword and shield) M9

Research J8 Toughness M9

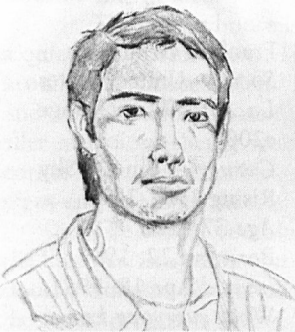
Span 3

No longer involved in Corner.

Some of Bill's Private Stuff:

Life would be so much easier if you could challenge people to duels to settle your problems. Some idiot bumped into your car last week, and you wish you could have just taken out your sword and beat the tar out of him. It would just be easier if people had honor. This time travel around town is fun, but you are just waiting until you get to higher Span, so you can span Down and show the French a thing or two about swordplay.

You are currently pursuing a relationship with a professor of Western Literature, Elibieta Kabolowski, and it is going quite well. However, you are her student, and you could both get in a great deal of trouble if it were discovered.



Carl Yablonski
Society United States
Locality West Orange
c2000
Corner Blue Sky Rising
1981-2014
Age 37y 12d
Born Jan 22, 1967
Invited Apr 12, 1998
What everyone knows about Carl:

Owner of Mighty Mite Plumbing, Carl suffers from dwarfism; he is 4'7" but a heavily muscular 160 pounds. The fire hydrant that smokes, drinks, and parties hard. Always on time for calls. An avid powerlifter, getting ready to compete in the Paralympics in Sydney Australia in the year 2000, and has already qualified for the US team. Attracts a lot of freshman girls, and has gotten into several fights in college bars as a result.

Span 0 (Jan 22, 1967 - Apr 12, 1998)
Benefit Tough *Limit* Dwarfism
Highest Stats B 5 M 4 Q 4

Span 1
Fraternity n/a
Highest Stats B 6 M 4 Q 5
Skills Athletics (Powerlifting) M9 Fluid Dynamics N4
Melee Weapon (pipe) A7 Plumbing J6 Toughness A7

Span 2
Fraternity Joins Engineers
Highest Stats B 8 M 6 Q 7
Skills Athletics (Powerlifting) G12 Fluid Dynamics J8
Melee Weapon (pipe) J10 Physics J8 Plumbing M9
Toughness J10

Span 3
No longer involved in Corner.

Some of Carl's Private Stuff:
You have a temper. You've been good lately, since becoming a spanner, but you spent time in prison for assault when someone mocked your height in a bar in New York. You keep quiet about the 3 years of leveller Age spent in prison (Jun 6, 1992 - Jun 5, 1995). Your Mentor knows, but she doesn't seem to be telling anyone.
As well, Mett has had to drag you out of a bar more than once just before a brawl started. It's kinda embarrassing to get pulled out that way, but she just has you sleep it off a few hours Down before you walk back in ready to go for another few hours. It's a blast, especially Denise and the girls she invariably attracts. She's a sweet girl, but you know that Mett will stomp on you if you take advantage of her.



Denise de la Rosa
Society United States
Locality West Orange
c2000
Corner Blue Sky Rising
1981-2014
Age 20y 64d
Born May 2, 1980
Invited May 2, 1999
What everyone knows about Denise:

A regular fixture to the clubs and college bars in the area, she works as a secretary at Organon in West Orange. Very attractive, in a elegant but simple way. Always getting her heart broken by fratboys and other assorted sleaze, but still looks for the right man who is caring and kind. Is starting to get a mean right jab, with Mett teaching her how to box.

Span 0 (May 2, 1980 - May 2, 1999)
Benefit Exceptional Beauty
Highest Stats B 2 M 4 Q 4

Span 1
Fraternity Joins Scribes
Highest Stats B 3 M 5 Q 5
Skills Athletics(Dancing) A4 Dreaming A6
Professional Skill (Secretary) J7 Research A6
Unarmed Combat (Boxing) A4

Span 2
Highest Stats B 4 M 6 Q 7
Skills Athletics (Dancing) J6 Dreaming J9
Professional Skill (Secretary) M9 Research M9
Unarmed Combat (Boxing) J5

Span 3
No longer involved in Corner.

Some of Denise's Private Stuff:
You sometimes wonder if there is a Mr. Right out there. Or maybe it's Ms. Right... you don't know. You don't like admitting to yourself that you're a little confused about it. You just want to find someone to settle down with, to watch out for you and for you to watch out for.
You think it would be a lot easier if you could just date a spanner, but Mett made it quite clear that spanner families are not allowed, and she knows that your plans involve having lots of kids. But you aren't looking to have a family, you don't think, just someone to watch over you... But where can you get some advice on this?



Erica Simmons
Society United States
Locality West Orange
c2000
Corner Blue Sky Rising
1981-2014
Age 27y 244d
Born Jul 3, 1974
Invited May 16, 1986
What everyone knows
about Erica:

A corporate lawyer for Prudential in Roseland, Erica has been divorced 3 times already, and her view of men is not the best in the world. Gets into arguments with Carl over his womanizing behavior and with Denise over her attempts to find Mr. Right. Wonders sometimes how she ended up in this corner.

Span 0 (Jul 3, 1974 - May 16, 1986)
Benefits Connections, Photographic Memory
Highest Stats B 2 M 4 Q 4

Span 1
Fraternity n/a
Highest Stats B 3 M 5 Q 4
Skills Law J7 Computer A6 Finance A6 Investigation
A6 Stealth A5

Span 2
Fraternity Joins Moneychangers
Highest Stats B 4 M 7 Q 6
Skills Computer J9 Dreaming A7 Finance J9
Investigation J9 Law M10 Stealth J8

Span 3
No longer involved in Corner.

Some of Erica's Private Stuff:

It's like the other novices are all a bunch of children. Drinking, tripping, sex, music— why can't they realize that the Continuum is not a game, but our very lives? Sometimes you have to cut loose, but not ceaselessly. Most of the time you just need to do your job.

You've already tried to playing the fun girl, tried the lovely homemaker approach, but it only ended up with husbands cheating on you, and taking what was yours. So you bury yourself in your work, and hope that it will be enough.

And, you hope that Denise will see the light about love. You know you have.

portraits, pages 20 - 22
Don Diego Sanchez, (b. AD 1660)
Selections from *Portraits of a cusp*, (Aquarian Cusp)
pencil
collection of Blue Sky Rising



Franklin Grimm
Society United States
Locality West Orange
c2000
Corner Blue Sky
Rising 1981-2014
Age 37y 12d
Born Jan 22, 1957
Invited Apr 18, 1981
What everyone knows
about Franklin:

The Fastest Man Alive... to 1970s levellers. Owns a 1978 Buick Century Limited with a custom engine. His insurance rates are through the roof. Riding with him is like strapping yourself to a rocket engine. Really likes this girl Jenn who goes to Rutgers Newark, who thinks he's cute, but gets really nervous around her and doesn't want to screw it up. Recently did a lot of body work on his car.

Span 0 (Jan 22, 1957 - Apr 18, 1981)
Benefit Aptitude (Repair)
Highest Stats B 4 M 3 Q 3

Span 1
Fraternity n/a
Highest Stats B 4 M 4 Q 4
Skills Engineering (Hydraulics) A5 Repair J6 Science
(Automotive Design) A5 Security J6 Drive M7

Span 2
Fraternity Joins Engineers
Highest Stats B 5 M 7 Q 6
Skills Art (Automotive Design) A7 Drive G10
Engineering (Hydraulics) J9 Repair M10 Science
(Automotive Design) J9 Security M10

Span 3
No longer involved in Corner.

Some of Franklin's Private Stuff:

You really like Jenn. But you don't know the first thing about how to talk to a girl. You aren't even a college student, which makes you look like a fool compared to her. It doesn't help that she's attracted the attention of several other guys, all college students, all good-looking fratboys or preppies... You really need to get some help on this, but everyone else is either a freaky nutjob in your corner, or just wouldn't understand. You might try talking to them, but you are not sure if they can help.

The body work on your car is another matter, something a bit more embarrassing: your elder took your car for a joyride and plowed it through a horse pasture in Chester, NJ. You know this is in your Yet, and you really don't like the idea of having to trash your car; it was bad enough fixing the thing, it brought tears to your eyes. He wouldn't tell you anything else, just make sure to wear your seat belt.

Information Control

The corner house is isolated, being located in a quiet gated community. There is ample wooded area around the house. Mett installed motion detectors and cameras appropriate to the locality to handle leveller intrusions; being spanners, the members of the corner are quite capable of monitoring such equipment and handling threats.

The corner contains several libraries. One of the libraries, in a room with no outside access (such as doors), contains several computers with research and database programs (ranging from 286s and Apple PETs to G7n Macs and PC 90Thz machines) depending on the particular dates in the corner. Near the end of the corner, the computer equipment is very portable, allowing for research 'on the span', due to wireless internet connections and the ability to store vast amounts of information in portable media. As the mentor is an Engineer, the building is filled with all sorts of experiments, appropriate to the Era (or, occasionally, not).

Also, it is a simple matter to span over to Glenmont, site of Edison's home; his library is quite extensive and useful for information from his locality (AD 1886-1930). Likewise, his factory is only a level span away even for a Span One.

The Mentor

Mett (Sara Hammet)

Span 3 Frag 0

Fraternity Engineers

Society United States

Locality Carbon (Hudson) Valley AD 2040s

Corner Blue Sky Rising 1981-2014

Age 63y 228d Apparent Age 33y

Born Germantown NY Jun 6 1997

Stats B 7 M 8 Q 9

Benefits Math Wiz, (Photographic Memory)

Skills Art: Metal Sculpture M11 Boxing M10

Computer Programming G12 Chemistry M11

Dreaming M12 Engineering (AD 21st Century) M11

Melee Weapon (Ballpeen Hammer) J9 Physics M11

Repair (various) M11 Telepathy J10

Many other skills as needed

Items: Metalworking tools, notebooks, laptop computer (if appropriate to level and locality)

Mett is a hot biochip programmer out of Aquarian Era Carbon Valley, circa AD 2040. Now the mentor of a corner, she loves to get involved with what her charges are doing. While some have called her amount of attention micromanaging, she considers it all part of the learning process, leading by example and working as a team. Her hobby, metal sculpture, has turned the corner into a metal garden of vastly differing styles and levels of skill.

Mett's main concern with this corner is the seeming existence of a narcissist mastermind in the area. No concrete evidence has surfaced, but what activities narcissists have instigated appear to be seamless in execution and style. It is always in the back of her mind, and she sometimes seems preoccupied with research as a result.

Visitors

Nuferi,

Exalted from the Ariesian Era, Advisor to Mett

Nuferi is a short, dark-skinned woman with intensely sad eyes. She carries herself well, but is uncomfortable in the Piscean Era; she is used to noble treatment, and does not receive it in this locality. Likewise, this corner does not seem to have the mortal intrigues she is used to, and she is quite willing to let others know it.

Still, she knows a great deal, and is a welcome guest in the corner. She is in her element when in command, and can tell tales of great battles, Atlantis, and the Ariesian Era for hours on end. Sometimes she gets carried away, and finds herself besting Bill and Carl in melee by means of demonstrating points in her tales.

Span 5 Frag 0

Fraternity Scribes

Society Hat-Kaptah Locality Thebes c970s BC

Age 869y 18d Apparent Age 28y

Born 997 BC

Stats B 11 M 11 Q 18

Benefits Connections (Photographic Memory, Shift Sight)

Skills Bureaucracy (Religious, Hat-Kaptah Dynasties

21-22, 10th Century BC) M14 Dreaming G22

Hieroglyphs (Hat-Kaptah) M14 Hypnosis G23

Melee Weapon (mace) M14 Modern English J13

Swindle (Market & Trade Agreements) M21

Telekinesis J20 Toughness J13

Many many other skills as needed

Light-goes-violet

Exalted from the Aquarian Era, Advisor to Mett

Light-goes-violet does not talk to spanners, but uses Telepathy exclusively. When asked his name, he projects an image of white light shifting to violet, and a very warm feeling, as though you were seeing a loved one. He is very tall, over 7 feet, but looks delicately human, with a lean muscular build, pale skin, and light hair. He asks very simple questions, but gains a great deal of information from the nuances of the person answering the question. He likes this corner a great deal, involving himself with all the members of the corner: Seeing Carl and Light-goes-violet drinking large amounts of alcohol in a bar is an amusing sight.

For some reason, however, he hangs his head sadly when he sees Bill Zwick, but only projects grey static when asked why.

Span 6 Frag 0
Fraternity Quicker
Society Unity Locality New Green, c AD 2200s
Age 1499y 68d Apparent Age young
Born AD 2189

Stats B 9 M 14 Q 20
Benefits Extraordinary Beauty (Photographic Memory, Shift Sight)
Skills Most Aquarian Skills G18 Physics M17 Telepathy G20
 Many many many other skills as needed

Onas Brod

Member of Mett's original corner in Carbon Valley

Onas was a natural to get picked by the Foxhorn; he had been in every hot spot from Kosovo to Kurdistan from the early 1990s until the 2020s when he got his Invitation to Dance. He's a hulking man, nearly 6 and a half feet tall and 350 pounds of muscle. His moves, however, are like a dancer's. Appearing in his early fifties, he does his best to not act his apparent age. He uses the corner as a safe resting place to recover Span, as well as a safe locality to pick up weapons for his latest hunt, be it buffalo or narcissist.

Onas and Mett get along like a brother and sister, that like each other better than all the practical jokes and pranks would indicate. They also get roaring drunk and raise a toast to: "Vicky, whenever you are!" Questions about 'Vicky' results in slurred rebuffs of, "Further information is not available here." Anyone foolish enough to press the issue may get Onas shooting at their feet until they go away.

Span 3 Frag 0
Fraternity Foxhorn
Society United States Locality Hudson NY c2040s
Age 72y 124d Born Schenectady NY Oct 8, 2001

Stats B 8 M 9 Q 9
Benefits Lucky (Photographic Memory)
Skills Firearms (OICW, see pg. 32) G13 Melee Weapon (knife) J10 Toughness M11
 Many other skills as needed

Neighbors

"Benjamin's House", a Moneychangers corner in Hoboken, 1943-2011

Mentor Ryan Brogan, Span 4, a commodities trader (Moneychangers)

Members of Corner; Spans 2 - 3

Niles Jamison: Commodities trader (Moneychangers)

Shiela Cast: Bank Manager (Moneychangers)

Abel Johnson: Police Officer, fraud unit (Moneychangers)

Emily Fernandez: Lottery announcer (Moneychangers)

John Szeto: Administrator, eBay.com (Moneychangers)
 Bill Willman: Security Specialist (Moneychangers)

"Always Thursday Night", Novice corner in New Brunswick, NJ 1983-2014

Mentor Mick Halliwell, Actor (Thespians)

Members of Corner

Robert Simmons: Freelance writer

Dan Bremen: Computer Programmer

Karen Vogel: College Student

Roger Pucci: Martial Arts Instructor

Faith Dacy: Graphic Designer

Carolyn Summers: College Student

Sgt. Jack Friedman: Soldier, Special Forces

Peter Knox: Movie Theatre Manager

"Fall and Rise Again", Novice Corner in Newark, New Jersey 1951-1993

Mentor Mary Kay Price, curator of the Newark Museum (Antiquarians)

Members of Corner

Terik James: Student at Rutgers Newark

Alberto Gomez: Auto Mechanic

Michael Texiera: Baker

Faith Block: Architecture Student (Engineers)

Beryl Smith: Bailiff at Essex County Municipal Court

Matthew Battle: Pastor, Evangelical Free Church (Dreamers)

The Newark Riots: A Warning

"On Wednesday July 12, 1967, a cab driver, John W. Smith, is arrested by two Newark police officers for driving recklessly and having a revoked driver's license. Rumors persist of his death at the hands of the police: The truth of the matter was that Smith is admitted to a hospital for head and rib injuries. Likewise, both officers are treated for injuries.

"Smith is black; the officers are white.

"Anticipating trouble, media flood the city of Newark, overplaying the minor protest that occurs on that night. 213 people are involved, with 25 crimes ranging from looting to loitering, and about \$2500 in property damage. At noontime on the 13th, city officials write off the protests, claiming media overkill.

"The night of the 13th, Newark explodes.

"The combination of a complacent, ill-equipped, and corrupt government; 15,000 rounds of ammunition fired by trigger-happy State Troopers and inexperienced, frightened National Guardsmen, and the fearful reactions of Newark residents result in 26 deaths, 1594 arrests, over 1500 wounded, and over 10 million dollars in property damage. While such problems as poor city services, lack of housing, race relations and apathy are the prime cause of the riots, Smith's arrest and the rumors surrounding it ignite a powder keg that change the face of Newark for decades to come.

"Due to the horrible tragedy of this event, spanners in corners in and around Newark must be ever vigilant of attempts to alter the course of the Newark Riots. I'm telling you the same thing I told Fall and Rise Again in Newark, and Benjamin's House in Hoboken, and to other corners around here: While the Riots are a terrible event and we can trust to never witness such things elsewhen in our corners, the event called the Newark Riots *is*. As much as we may wish to stop such suffering, we must realize that our interference would threaten all of which we know to be true, all of what we know exists, and the lives and possibilities born of such events. We must use all our resources to assure that these events occur, for the sake of the Societies and all that is birthed of them. The Universe Is."

—Mary-Kay Price, Mentor of Fall and Rise Again, explaining in brief to Blue Sky Rising novices the tragedy needed with the Newark Riot

Dangers

Josiah Two-Feather

"He has filled graves with our bones. His horses, his cattle, his sheep, his men, his women have a rot. Does not his breath, his gums stink? His jaws lose their teeth and he stamps them with false ones; he spoils what the spirit who gave us this country made beautiful and clean..."

—Charlot, Flathead Indian, AD 1876

Birth Corpus Christi, Texas, AD 1976

Death Further information is not available here.

Society Lakota

Invitation Bitten by a rattlesnake while camping, he stumbles upon a man who cures him. During his delirium, he has visions of travelling time and betraying others. The medicine man turns out to be his great-grandfather, who tells him he will "spend a time with the demons before he may be free".

Notable Physical Attributes At Span 1 and 2, he is a tall Lakota Indian, with dark hair. At Span 3 and 4 he is a master of disguise, his appearance changes drastically, and many who see him more than once will never recognize him.

Fraternity Initially joined the Foxhorn at Span Two, later became a narcissist

Highest Span Achieved At least 4

Overall Goals As a Span One and Two, to be a sterling example of his people and to serve the Continuum. As a narcissist, he believes he committed atrocities as a member of the Continuum, and seeks ways for others to escape the Continuum's "tyranny".

Career Highlights

Span Zero

Highest Stats B 4 M 5 Q 5

Benefit Perceptive

Skills Drive A6 Firearms J7 History (Lakotan) A7 Tracking J7

Span One

Highest Stats B 5 M 6 Q 6

Skills Dreaming A7 Firearms J8 History (Native American) J8 Investigation A7 Unarmed Combat J7

Is mentored in a Foxhorn Corner in Texas, opposing Native American narcissists that decry him as a traitor.

Span Two

Highest Stats B 6 M 7 Q 7

Skills Acumen: Military Tactics [M] J9 Dreaming M10 Firearms J9 History (Native American) J9 Investigation J9 Stealth A8 Unarmed Combat J8

Is contacted by several strange individuals while Dreaming. They resemble the mythic beings of American Indian culture, and let him know that his time among the demons will end, as he will see the truth and be free. Attempts to frune Dreamers about these beings result in answers of "Further information is not available here."

Span Three

Highest Stats B 8 M 8 Q 9

Skills Acumen: Military Tactics [M] M12 Dreaming M12 Firearms M11 History (Native American) M11 Hypnosis J11 Investigation J10 Pyrokinesis J11 Stealth J11 Unarmed Combat M11

Discovers his In-Between and the horrible acts he did to what seemed to be good people, albeit those considered narcissists. Upon reflection, draws parallels between his own Society and the narcissists, who seek a different way of life and are crushed for it. Takes a period of Age to reflect upon his actions, guided on a vision-quest by his great-grandfather. Comes out of it with a clear purpose to oppose the Continuum, and creates a new identity for himself in order to do so.

Span Four

Highest Stats B 9 M 11 Q 11

Skills Acumen: Military Tactics [M] M12 Dreaming G15 Firearms M11 History (Native American) G15 History (United States) G15 Hypnosis M14 Investigation J10 Most Antedesertium Weaponry J11 Most Aquarian Skills J13 Stealth J11 Telepathy M14 Unarmed Combat M11

Passes himself off as a Span One of little note, while using his considerable knowledge of the Continuum to oppose them at every turn. Never shows himself for who he is, rather using the methods of the Continuum against them to be "free of the demons".

Josiah is bitter, and righteously so; he considers his Foxhorn years as participation in the "rape of the universe", and feels every strike against the Continuum is penance for his crimes. He lays low, interfering in small ways, never drawing attention to himself.

His main plan in New Jersey is casing out Edison's home and factory from many angles. He believes the urban legends that the inventor devises a

machine to trap and speak with spirits is real, and is a functioning Vessel. From some of his sources, he thinks it probably contains a Native American.

But in the meantime, he has no compunctions about making small miseries for the local loyal spanners.

Josiah has several 'allies' that work with him, including the following. None of them know him for what he really is: He uses Hypnosis, Telepathy, and deception to manipulate these narcissists into doing his bidding.

Rick Wallace

Span 1 Frag 0

Locality West Orange AD 1990s

Age 20y 33d

B 4 M 4 Q 5

Benefit Lucky

Skills Art (Tattoo) J7 Drive A6 History (Art) J6
Unarmed Combat A5

Rick is a tattoo artist at Powerhouse Tattoos in Montclair. He keeps to himself, using spanning to make money and avoid problems. Not a bad guy on average, but fully aware of the 'conspiracy of evil time travellers' that Josiah has told him about, kind of like the Empire from *Star Wars*. He's willing to help as needed, since Josiah has shown him how it's done.

Elibieta Kabolowski

Span 3 Frag 0

Locality Gdansk AD 1880s

Age 66y 12d Apparent Age 35y

B 6 M 8 Q 8

Benefit Exceptional Beauty

Skills Acumen: Western Literature [M] M11
Dreaming J10 Drive A9 English M11 Library
Science M11 Polish G12 Professional Skill (College
Professor) M11 Spanish M11 Unarmed Combat J8

Elibieta is just someone who got pulled in at the wrong time, and managed to make the best of it. She has kept a low profile, and aside from seducing a few students that sparked her interest, is a good person. However, she has an interesting situation unbeknown to her in her Yet: She is pregnant with Bill Zwick's child, and fully intends on keeping the baby when she finds out. She has enough Span to get out of the locality if need be, but likes her life here in the U.S.A., and would raise her child here if she could.

West Orange, New Jersey c. AD 2000

West Orange is part of the metropolitan area that surrounds Newark and New York, lying west of both cities in the center of Essex County, New Jersey. Its 12 square miles spread over two ridges and two valleys of the Watchung Mountains; the rolling terrain

gives variety to the township and is responsible for its division into several neighborhoods.

About one-fifth of the land is open space, consisting of municipal and county parks and playgrounds, private and public golf courses, and undeveloped acreage. Portions of Essex County's South Mountain and Eagle Rock Reservations contain public areas, hiking trails, ball fields and bridle paths in the woods. Turtle Back Zoo and South Mountain Skating Arena are in South Mountain Reservation. Eagle Rock Reservation includes a lookout from which one can see the skyscrapers of New York, the Statue of Liberty, and the George Washington and Verazzano bridges.

Rail service is provided by New Jersey Transit with stations nearby in Orange, South Orange and Montclair, as well as PATH service from Newark and Hoboken. Bus service to Newark and New York is available during the day to late evening.

Local news appears in *The Star Ledger*, published daily, and in *The West Orange Chronicle* and *The Montclair Times*, both weekly newspapers.

The citizens of West Orange vote in 1961 to adopt a new municipal charter: Mayor Council Plan B of the Optional Municipal Charter Law of New Jersey, known as the Faulkner Act. Under this plan, a part-time mayor and five part-time council members are elected at large for four year terms. Council terms are staggered, and no party designations are permitted. In 1980, the name is changed to Township of West Orange.

West Orange also boasts the fact that Llewellyn Park, the first residential park in the United States built according to a plan in 1853, and still over 400 acres, lies within its borders.

West Orange Total Population

AD 1960-2014

1960	39,895
1970	43,715
1980	39,510
1990	39,103
2000	42,623
2010	46,459
2014	47,853

Do Not Enter

In the early 1900s, there are several radium processing and utilization plants in the vicinity of the corner. The materials, which are similar to uranium mill tailings, are disposed of in then-rural areas of the community. Some of the radium-contaminated material are used as landfill and in building materials as the community grew and prospered. It is discovered in 1959 that a number of areas in West Orange have radon and radium deposits, some of which are quite concentrated.

This radiation, like all kinds, represents a danger to spanners. While most radiation in the area is under 10 uR/Hr, some are as great as 400 uR/Hr or

even higher. As a result, all Continuum Spanners are made aware of that the following locations in space-time are not to be spanned into or out of:

West Orange/Montclair Border

1903-2007, the locations that will become or are:

30 Enfield Street

129-151 High Street

The block bordered by Virginia Avenue, Nishuane Avenue, Homewood Avenue, and Harrison Avenue.

Glen Ridge

1905-2004

97-149 Carteret Street (including Barrows Field Playground)

Anyone that Spans into or out of these locations suffers 1 Frag per instance. As per all hazardous locations, records of this information is kept in the Scribal Librarium in Jerusalem as well as at the corner itself. This information is used to advantage in the corner, as Cobwebs can be set around these hazards to confound assailants.

Time Combat

Measure for Measure

Game convention vs. strange reality.

The Measure Stratagem is perhaps the hardest to roleplay out. By its very nature, any player whose character tries it on another PC cannot be told what he sees until after the observed character's play-er plays out the scene:

Karen: I Measure the fight Zeke gets into over at the docks on June 4. Say, I keep a watch noon June 3 through noon June 5.

GM: Okay—

Karen: What happens.

GM: No idea. Zeke has declared his attack there last Sweep, but we wait till we play it—

Karen: But I have the higher Quick.

GM: Yeah, but we don't know yet, Karen! So—

Karen: My character would know.

GM: Yes, and—

Karen: She would.

GM: Karen. Just wait a sec...

Measure strongly differs from a Rendezvous or Invitations, as the entire point of a Measure is to warn a friendly character being Measured of what the unfriendly characters are going to do. A small slice of the Yet coming to call before battle.

Measure must remain the most abstract of the Stratagems as long as PCs are Measuring PCs. The bonuses of the Stratagem should be applied even if the Time Combat is being roleplayed rather than run according to the standard 'simulation' rules [C^NTINUUM, ppg. 120-134]. These numeric bonuses are in lieu

of any precise foreknowledge having to be detailed by the GM, and fixing player actions. The characters are considered to have the foreknowledge, but never the players, who only learn the outcome (logically) when they play it out! Players must retroactively accept that the fight their characters fought was the one their PCs had described to them by the Measurer before marching in.

If Measure is roleplayed out, have the Measurer present during the fight or incident he's watching. Informing the character that received the bonuses of the Measured incident now goes in the Measurer's Yet(!) Failing to do so will eventually frag the Measurer, and very possibly the bonus recipient.

Of course, if an NPC is doing the Measuring of another NPC, the GM can inform the players of any condition he prefers ahead of time, and allow the PCs the promised bonuses. But if it comes to Time Combat, narcissists will be trying to toy with outcomes. And roleplaying is still a game of independent surprises, and any unexpected results can result in an NPC Measurer shrugging and quoting, "Further information is not available here."

Tagging: The Risk of Harbinger

If convenient or possible, a player can tell the GM he intends to Measure an incident in order to Harbinger an opponent. It is possible to use Measure to both benefit a chrony and then Harbinger the enemy.¹⁰ But while prepping the junior of one's chrony for an upcoming encounter is how to give him the bonuses from a Measure, Harbinger may present a dark opportunity to the narcissist that lost the fight.

If the GM feels the Harbinger presents the junior of the narcissist with too much information, he may roll vs. the narcissist's Mind; success gives all witnesses to his "defeat" (except himself) a point of frag! Although he may have lost the battle, he has been given a chance to win the war by altering a subtle detail presented in the Harbinger evidence! (I.e. he wears a wildly different hairstyle to the fight than the one in the Harbinger photo, or he wears a bulletproof vest under his coat, etc.)

The Harbingered character can change none of the actions he performed at the Harbingered event, none of the damage he took from combat, and still takes the penalties to rolls from the Harbinger Stratagem itself— but he *has* made his opponents' life harder. This switcheroo on Harbinger is called **Tagging**, and applies to both the standard simulation and the roleplaying options for Time Combat. Tagging may be declared in addition to any Stratagem, on any Sweep subsequent to the Harbinger that the character is still conscious, alive, and in play on.

Tagging is strongly discouraged to Continuum spanners for obvious reasons, but the blame falls onto narcissists eventually anyway. If a player thinks his character should be allowed to Tag a

¹⁰Because Harbinger has nothing to do with the bonuses Measure provides.

Munchkins' Revenge

We've had more than one request to compile all the tables from the main rule book into one place. While the nature of playing C^oNTINUUM remains impossible to merely quantify, we concede that there is always room to improve clarity. Thus, an index of tables in the current C^oNTINUUM books appears on pg. 92, and with the recommendation of an industry colleague, we present the Stratagems for Time Combat in a comparative table:

Stratagem	Min. Duration	Bonus to Skill	For Every Amt. of Age Spent	To a Max. of	Bonuses, Penalties and Effects vs. other Stratagems
<i>Attacks/Defenses</i>					
Gemini Flush	10 mins.	n/a	—	—	Additional elder(s) arrive, 1 Frag ea. Mainly for Physical Combat
Hide	7 days	n/a	—	128 days	Oracle succeeds only on Victory Frune attempts halved, round down Frag Attempts +1 to roll on Frag Table
Hit and Run*	1 minute	n/a	—	—	Roll on Frag Table
Harbinger	1 second	n/a	—	—	Target -1 to all Skills, cumulative
Isolate*	1 second	n/a	—	—	+1 Frag, -1 Quick to target, cumulative each element he's successfully attacked
Patch	1 second	n/a	—	—	-1 or more Frag, for at least the duration of Time Combat
<i>Information Control</i>					
Cobweb	7 days	+1	14 days	+6 / 84 days	Mind (or Dreaming) + bonus subtracted from Skill used in Oracle or Measure
Frune	7 days	+1	14 days	+6 / 84 days	Span + bonus, success gets information
Iron Man	7 days	special	—	—	10% chance of +5 to all skills & victory 40% chance of +3 to all skills 40% chance of -2 to all skills 10% chance of death
Measure	1 day	+2	14 days	+6 / 42 days	Mind + bonus, success dispels Cobweb Bonuses apply to any Fragging Action at the Measure by anyone informed
Oracle	7 days +Target's Duration	+1	12 days	+5 / 60 days	Skill + bonus, success gets information +1 if Up from Target, +2 if Farthest Up in Combat, -2 or more targeting Future
Rendezvous	1 day	n/a	—	—	Share information, plan mutual actions
Rendez-vous au rêve	2 hours	n/a	—	—	Share information, plan mutual actions
<i>Narcissist Tricks</i>					
Reverse Engineer*	1 minute	n/a	—	—	Roll on Frag Table
Statue of Liberty*	1 minute	n/a	—	—	Roll on Frag Table; Success also gains -1 Frag for user
Surrender	1 minute	n/a	—	—	Announces desire to end Time Combat

*Always considered an attempt at a "fragging action", and therefore the player must declare his next Sweep.

See C^oNTINUUM, Time Combat, ppg. 122-127 for complete listings. Permission granted to the retail purchaser to photocopy this page for personal use only. C^oNTINUUM™ is a trademark of Aetherco/Dreamcatcher for their time travel game. Copyright ©1999, 2000 Manus, Adams & Fooden. World rights reserved.

Harbinger thrown at him, the GM should let him describe it within the time allotted for his element of the Sweep, and if it sounds workable, he should roll as above.

More on Attributes & Skills

See also *Prehistoric Benefits*, ppg. 37-38.

Attributes beyond 7

A human leveller is limited to a maximum Ability score of 7 in Body or Mind. A spanner is constantly, subconsciously, fine-tuning his body, as it is reconstructed after each span. For every rank of Span a character has, their maximum Ability score potential increases by two. Certain advanced technologies can be used to increase a spanner's capabilities, through biological or cybernetic enhancements or nanotech rearrangement. Further modifications to a spanners' nanotech body are possible with access to the proper technology and skill at nanotech rearrangement. Inheritors usually restrict such technology to Span Fours and above. Some known enhancements include the ability to draw energy from sources other than food consumption, removing the need to respire and excrete, and resistance to atmospheric extremes.

New Skills

Mind Skills

Repair (Device or Category)

Time Index: 90 days/20 days

Description:

The ability to fix a specific kind of technological device when broken, modify existing devices, and attempt invention of new ones (usually when combined with engineering skills).

Example Specialties:

Automotive, Computer, Electronic, Plumbing

Library Science (Categorization Methods)

Time Index: 30 days/7 days

Description:

Knowledge of how to efficiently organize and locate recorded information.

Example Specialties:

Censorship, Dewey Decimal System, Etiquette, Library of Congress

Quick Skill

Ride (Animal)

Time Index: 90 days/20 days

Description:

How to ride an animal, including jumping, trick riding, and mounted combat.

Example Specialties:

Camel, Elephant, Horse, Ostrich

Remember, if there seems to be a Skill we've missed, make it an Acumen [C^oNTINUUM, pg. 21] and assign the most obvious Attribute, and a reasonable Time Index to it. See also pg. 39.

The Kaleidoscope of Technology

Changes: Progress, Regress and Rediscovery

Invention and Progress are not the monolithic truths that the scientists of the AD 1800s led themselves to believe. There has ever been a back & forth of knowledge, an elusiveness of certainty and permanence.

Many triumphs of technology were lost for a while, and some appear only for a short time, and then never again. Stradivarius violins and the folded steel of katanas; even the ingredients of Ariesian Greek fire is a mystery through much of the Piscean—though the invention of napalm provided a few important clues. No Aquarian engineer is taught how to make a keystone arch, which was a critical piece of architectural information before the Industrial Revolution. Late Piscean architects have to look it up in some very old books, whenever working on older buildings. At least until the web comes along.

Just as the universe Is, so too Are its physical laws: unchanging in any Era. Every possible technology is ever waiting to be discovered and exploited.

This is the wonder of mankind: his ceaseless inventiveness. And it allows narcissists to pose one of the greatest ongoing threats to the Continuum—introducing innovations before their time.

R&D: What to Look For

How does one go about finding the right time travel literature, let alone specific ideas on the types of time travel that interest you? While books, movies and the internet are all a great help, they still just provide the raw materials for ideas. (Useful tip: When searching for time travel online try using [+ "time travel" -airline] in search engine entry fields. It weeds out most of the travel agents, and you only miss out on a Kris Kristofferson movie and maybe one X-file.)

It's always important to know what your game group would like to do, and for time travel this is essential. A GM always wishes to surprise, and the best way to surprise is with *unexpected behavior*, and historic/futuristic cultures are famous for it. A group of sober hard SF players may wish to explore the intricacies of spanning tech itself, and so have to deal with Aquarian etiquette that is often cold or sudden, in order to win and master the secrets. Beer and pretzel gamers may just want action, but why not surprise them with Ariesian narcissists who will only attack when sacrificial omens tell them to. Or hit them with curious tech: Raiders from an early submarine, perhaps (designs were tested in the AD 17th and 18th Centuries). But in all cases, the NPCs should behave like people from their time, or the mix of times they've

chosen to live in. GMs can always surprise players when an NPC might fight to the death for something that PCs wouldn't: the distance demanded by courtly love, a source of tin, or to just ride in an automobile as a wide-eyed passenger.

What evokes a sense of wonder in an Aquarian Cusp audience is often stories about computers, virtual reality, nanotech or genetic engineering, since all are bearing in on their everyday lives, and hold real promises and potentials of complete freedom or annihilation for humanity. To heighten player awareness that other cultures are interested in other things, have their characters encounter a friendly spanner from one of the Societies listed in the Eras section. —Also check out classic or retro SF for what our grandfathers anticipated the future would hold.

For instance, Mark Twain's *A Connecticut Yankee in King Arthur's Court* (AD 1889) enjoyed a wide audience because it celebrated the clever wonders of the industrial and ingenious AD 19th Century. Nostradamus' prophecies are mostly about France and the Catholic Church, because that is what concerned him and his readers the most.

You can also pull focus with real world ancient inventions of man that genuinely amazed scientists of the 20th Century as they were rediscovered. Curious devices of antiquity, such as the use of electric batteries before the time of Christ, something that looks like a wooden model airplane found in the digs at Saqqara, or the bronze-gear analog computer found off the island of Antikythera and dated to the 1st Century BC, probably used for navigation. The sobering realization of how close humanity came to a

Roman Industrial Revolution should propel your gamers into discovering other might-have-beens — and inspire your villainous narcissists as well!

Finally, remember that archaeologists at the Aquarian Cusp may not know everything, but they aren't befuddled fools, and they aren't idle. GMs are encouraged to search the web, and their local universities, museums and libraries for the latest theories and discoveries about our ancestors. [See *Researching Cultures*, pg. 37.]

Old Rooster Salad

Some things become lost to time, and no amount of technology or information can recall them in an Era not their own.

A gourmet journalist of the Aquarian cusp once recounted how her grandmother's chicken salad was categorically superior to any she had ever tasted, better than any creation of any of the finest restaurants and kitchens in the world. Naturally, theirs would taste like chicken. But the flavor of her grandmother's recipe was literally irretrievable.

The grandmother would notice when an older rooster would begin to be increasingly violent with the younger males. She would watch him closely until he pecked blood from one of the hens in his brood. Only then he was ready for the chopping block. Chicken salad made from such a male had a rich, quintessent favor unlike any other poultry, ever.

Every element of the homestead farm life was necessary to create this unique thing, rare even in its heyday. The country environment, the slow aging of the rooster, his instinctual methods of breeding and dominance, the patient observation of the farmer. Industrialized food production eliminates all these elements by the end of the Piscean.

It little matters how well we describe the succulence of old rooster salad in these pages. Levellers reading this will likely never taste it. A secret known to farmers since the domestication of the chicken [2980s BC] is erased to all but the most focussed spanners.

Such is the nature of Mankind and his many cultures. When one passes away, it cannot be perfectly recreated ever again. Resources like these are precious and finite. Individual corners are therefore indispensable fonts of knowledge about their own localities.



Victor Beauregard Houston,
(b. AD 1857)
Old Rooster Salad (AD 1904)
Watercolor
Collection of Sanders family

Tech Card

Keeping track of characters and antagonists and their developments is one thing. But the changes technologies go through are not just linear improvements, year after year, getting better at an unspoken but steady pace. Some inventions are false dawns, like the insights of da Vinci. Other inventions are really lucky discoveries, like penicillin, while still others are dead ends that aren't improved upon for centuries, like bleeding patients for many ills. And then there are the examples of brilliance that is lost, like the Ariesian Era batteries, used for gold electroplating, medicinal aids, and even for dim lighting in holy places.

Many early advances in technology are, of course, unattested: we know who worked on inventing lightbulbs in the AD 19th Century, but who first folded steel while forging a sword? Who invented the mouldboard of the heavy plow, or the first spring suspension? How often has the wheel or fire had to be reinvented or rediscovered? These are some of the curious questions the GM can answer for himself using Tech Cards.

In the example of the *horse* below, many dates that are vague to archaeologists are precise to Continuum spanners, because they can go Down and watch, or at least frune it from reliable sources. Thus, while an encyclopaedia might report, "The chariot was invented *around* 3000 BC," a GM can assign whatever precise date and specific inventor suits him. The "official" C^oN^oT^oI^oN^oU^oM game date the authors have chosen for the chariot is 3086 BC.

For some inventions, a range of dates is more appropriate, even with exact knowledge. For instance, it may take a decade or so to breed a new animal, or to notice that one way of forging brass makes it decay more slowly than another way. Some inventions are really a process taking place over a period of years or generations, while others are breakthroughs of individual genius.

The Horse

As an example of an important tech and its fluctuating use over the Eras, we present an overview of the most useful animal mankind ever domesticates.

Natural Evolution

The modern horse, *Equus caballus*, develops over a 60 million-year period. Its ancestor is *Eohippus* [Latin. 'dawn-horse'], a timid, fox-sized creature with soft multi-toed feet. As its habitat changes and as predatory pressures increase, this creature grows bigger and faster, and its middle toes harden and thicken into hooves. It develops and flourishes in North America after 98,000 BC and subsequently spreads to other continents. After 7190 BC, the horse disappears from the American continents due to a plague that also kills many humans. It is reintroduced by Spanish conquistadors in AD 1519.

Domestication

For over 500,000 years, humankind's only contact with the horse is as hunters. Even after horses are domesticated in Central Asia in the 6230s BC,

Era & dates first invented or most popular

Inventor(s) of the tech and when they lived

The Mother of Invention... and how the creator intended to use his creation

What it takes to make

Improvements made, and when, and any degrading or loss of tech

Tech is often rediscovered or reinvented, and these achievements go here

TECH CARD

Common name of tech

Cut & paste, or draw your own!

CONTINUUM™ roleplaying in The Yet™

Tech Horse

Era(s), Dates: Tauran - Piscean

Inventor(s), Dates: first domesticated by the Kiracho 6230s BC

Original Necessity Original Use Hunger! Meat & Milk

Materials Living animal

Game Stats B 8-10 M 1 Q 3-5

Developments and Decline Wiped out in New World First domesticated Vielvayana anachronistic use

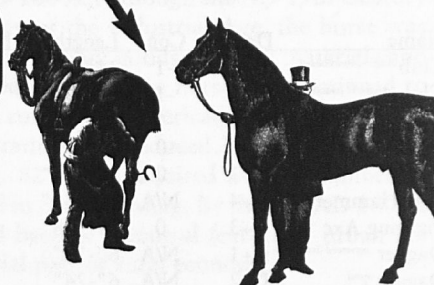
Reinventions Chariot Improved Breeds for War Saddle Stirrup

Reinventor(s) Sumer, etc. Chinese, Europeans, etc. Persia, China Huns

New Necessity Transport Wars! better transport Better handling... War

Dates 3120, 3086 BC 1100 BC and Up 500 - 210 BC AD 4th Cent & Up

Useful for live-stock, weapons, or any bonuses to rolls or scores the tech provides.



Sketch of tech, circa AD 1880

Adaptations Plague Food Animal Messenger services, etc.

Dates 7190s BC 6130-5800 BC 5800-5600 BC

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v.1.1 Further information is not available here.

Obligatory Gamemaster Weapons Page

Man Outsmarting Man

More weapons statistics for your campaign.

Ranged Weapons

Abbreviation key:

<i>Ammo</i>	Ammunition
<i>RoF</i>	Rate of Fire (how many times a character may fire in one combat stage)
<i>Con</i>	Concealment rating (apply to perception rolls as a modifier to notice if an attempt to carry the weapon concealed is made)

Name	Ammo	RoF	Con	D/C/B/A	Notes
Throwing Club	1	1	-1	1/2/3/4	1,3
Boomerang	1	1	0	1/2/3/3	1,2,3
Throwing Axe	1	1	0	1/2/3/4	1
Chakram	1	1	-1	1/2/3/3	1,4
Shuriken	1	1	-4	1/1/1/2	1
OICW	1	1	N/A	2/4/6/8	1

Notes:

- Range is half of ranges listed in C^oNTINUUM [pg. 23] with no Extreme range.
- If the target is missed, a successful Master level skill roll will determine if the boomerang returns to the thrower. Not all boomerangs are designed to return.
- Weapon does bruise damage.
- The chakram is traditionally thrown by being whirled around the index finger before release. It has been sensationalized by wild inaccuracies portrayed in late Piscean television programming.
- "Objective Individual Combat Weapon." Range is ten times ranges listed in C^oNTINUUM [pg. 23], integral scope, removable and independently operable grenade launcher (see stats, above), in use by U.S. armed forces circa AD 2006 as a support weapon to ground infantry. A cable linking the user's helmet to the weapons' scope allows the user to see wherever it is pointed, giving freedom to fire around corners and obstacles without leaving cover.

Melee Weapons

Abbreviation key

<i>U</i>	Unarmed damage total. [See C ^o NTINUUM, pg. 24.]
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Name	Dam	Con	Length	Notes
Club simple (wood/bone)	U+1	-1	24"-48"	1
Club composite (wood & iron)	U+2	-1	24"-48"	1
Club articulated (wood & iron)	U+2	-1	36"-72"	1,2,3
Mace all metal	U+3	0	30"-40"	
Pick	U+3	0	24"-48"	
War Hammer	U+4	N/A	60"-72"	
Fighting Axe	U+3	0	24"-48"	
Dagger non-metal (bone, flint)	U+1	N/A	6"-12"	4
Dagger metal	U+2	N/A	6"-24"	

Notes:

- Weapon does bruise damage.
- If attacker fails to hit with this weapon, he must make a second skill roll to avoid hitting himself for the D damage rating of the weapon.
- In a melee combat against this weapon, opponents using a sword, club or pole arm type of weapon receive a -1 modifier, due to the difficulty of blocking it.
- On a blunder, this weapon will break apart and become unusable.

GM Reminder. When characters are combating one another with melee weapons of varying quality or extreme differences in level of technological advancement (i.e. a katana vs. a pointed stick), you should modify the combatants' ability ratings accordingly, per the Melee Combat Modifiers chart [C^oNTINUUM, pg. 23].

Explosives

In the spirit of keeping our combat rules simple and streamlined, we suggest the following method of dealing with explosives damage. Each explosive device listed is accorded four radius levels which correspond to each of the devices' damage ratings (D/C/B/A). Any characters or objects exposed to the blast (and usually heat and shrapnel) take the amount of IP listed for that level, less any armor or cover [C^oNTINUUM, pg. 27]. Explosives do lethal damage unless otherwise noted (i.e. "flash bang" grenades, compressed air).

Name	Radius	Wt.	D/C/B/A	Notes
Black Powder <small>(gunpowder)</small>	15'/11'/7'/3'	1 lbs.	2/4/6/8	
Nitroglycerine	20'/15'/10'/5'	1 lbs.	1/4/6/9	
Dynamite <small>one stick</small>	20'/15'/10'/5'	0.5 lbs.	2/5/7/10	
C-4 <small>one block</small>	20'/15'/10'/5'	0.45 lbs.	3/6/9/13	
Grenade <small>late AD 20th Cent.</small>	20'/15'/10'/5'	0.5 lbs.	3/6/9/12	
Stun Grenade <small>"Flash bang"</small>	20'/15'/10'/5'	0.5 lbs.	1/2/3/3	
75mm artillery shell	40'/30'/20'/10'	15 lbs.	7/15/22/30	
88mm HEAT rounds	40'/30'/20'/10'	0.25 lbs.	8/17/24/35	
Mine <small>anti-personnel, late AD 20th Cent.</small>	10'/7'/5'/3'	10 lbs.	3/6/9/12	
Mine <small>anti-tank, late AD 20th Cent.</small>	15'/11'/7'/3'	12 lbs.	7/15/22/30	
OICW <small>grenade launcher, 40mm</small>	30'/20'/15'/10'	0.25 lbs.	3/6/9/12	
Fuel Air Explosive	200'/150'/100'/50'	71.8 lbs.	6/12/18/24	

Notes:

- Weapon does bruise damage.
- "High Explosive Anti-Tank." Armor ratings are halved.
- Requires 250 lbs. of pressure to activate.

Some Recommended Reference on Weaponry

The Diagram Group. *Weapons: An International Encyclopedia From 5000 B.C. to 2000 A.D.* New York: St. Martin's Press, 1990. (First edition, 1980.) This definitive guide covers the entire history of weapons, from the earliest, most primitive instruments up to remarkable advances in modern defense and warfare. Every GM should have a copy of this on their bookshelf. Our highest recommendation.

Balent, Matthew. *The Compendium of Weapons, Armour & Castles.* Palladium Books, 1993. Designed for the Palladium RPG, but useable for any game, this excellent sourcebook covers over 700 weapons, 40 types of armour and 40 castles with floor plans. Many of the obscure weapons listed are supplied with a diagram, and most of the illustrations are nicely detailed.

www.popularmechanics.com
Popular Mechanics' website. A searchable database on technology new and old. Excellent resource for information about prototype weaponry, such as the OICW.

their principal use is still for food and milk. Their domestication as transport in Vielavayan becomes part of the Engineers' Crisis of 5072 BC [see Geminid overview, pg. 65] as Antedesertium introduces techniques for horse breeding and training throughout the Era. By the 3120s BC, however, horses are being harnessed again in the Middle East. The invention of the chariot [3086 BC], and the increasing use of horseback riding over the next thousand years, drastically change the role and importance of the horse. As a result, horses become an even more vital resource to empires and a symbol of wealth and power.

Breeds and Breeding

By the 1100s BC, most civilizations are practicing some form of selective breeding to improve the size and performance of their horses. The Chinese, for example, import stallions from Southeast Asia, and the Romans develop sophisticated breeding techniques to produce specialized stock for every purpose. In the AD 900s and Up, Europeans breed Arabian-type horses with the larger European stock to produce horses with the strength, stamina, and courage to carry armored men into battle. By the end of Piscean, there are hundreds of breeds, including the Arabian (developed by nomadic Bedouins in Arabia after the AD 640s), the Thoroughbred (produced in England in the late AD 1600s), the Quarterhorse (developed in America in the early AD 1800s), and the Appaloosa (bred by the Nimipu in the American Northwest, from AD 1709).

Equipment

The horse achieves its preeminent place in human history with the use of numerous human aids for its handling, such as the bridle, the saddle, stirrups, and horseshoes. The earliest riding aids are little more than ropes and bitless bridles, but men soon innovate bits from bone and antler, and produce increasingly elaborate bridles to obtain better control and more responsive horses. During the first centuries of domestication, horses are harnessed to the same wooden yoke that is there used for oxen. From this develops specialized breast straps and collars to make better use of the horse's strength and speed and which do not constrain the horse's breathing.

The earliest horsedrawn vehicle is the two-wheeled chariot, which is first used primarily for war and hunting, while the four-wheel wagon is developed later to move heavier loads, such as goods and raw materials.

Saddle blankets and stuffed pads are used early on in the history of horseback riding. In fact, Persians in the late 500s BC achieve their mounted conquests riding only on a padded cloth. The familiar saddle with framework and padding is first widely used in China in the 210s BC and is used by the Romans by the early Piscean. The saddle becomes increasingly heavy and more elaborate throughout the Era, especially to accommodate the medieval armored knight. However, as the usefulness of heavy cavalry

diminishes, saddles begin to be more lightly constructed again.

Horseshoes of various types are used by nomadic Eurasian tribes from the 2nd Century BC Up, and the early Romans manufactured *Hipposandals*, horseshoes tied to the hoofs using leather thongs. The nailed iron horseshoe, which appears after men realize that part of the horse's hoof is nerveless and could have nails driven into it, arises first in the East and then, after AD 450, in Western Europe. The horseshoe allows for longer, quicker trips and the hauling of heavier loads. But the most important piece of tack invented (at least in terms of warfare) is the stirrup. The Huns spread it throughout Asia (AD 4th Century) and into Europe (AD 8th Century). The stirrup is essential for providing better stability when fighting on horseback. Before the stirrup, the rider has to keep one hand on the pommel or on the horse's mane. With the increased stability provided by the stirrup, the Franks and other Europeans are able to develop the heavy armored knight.

Use of the Horse

After their domestication, horses are used for just about every conceivable purpose, initially for milk and meat. In fact, horses continue to have a wide range of uses after death. At the Aquarian Cusp, horse disposal companies process the carcasses, grinding the bones to produce fertilizer and grease, turning skin and hooves into glue, and using manes and tails for fishing lines and violin bows; the hide for all sorts of leather goods; and the meat for cat and dog food.

One of the horse's earliest uses is as a draft animal, though its popularity in this respect rose to new heights throughout Europe and the United States during the AD 1800s. Although the AD 19th Century was the heyday of the Industrial Age, the horse was still relied upon to haul goods and raw materials and to pull farm equipment. The horse also continued to play a crucial role in the American West, where cattle ranching, a tradition introduced by Spanish settlers [see also ppg. 82 - 84], required a large number of horses trained in cattle herding. By the late AD 1800s, the horse had become a central feature of urban life and an essential part of rural economy.

Horses are used systematically to deliver news and correspondence as early as the 3rd century BC, when the Persians set up post stations one day's ride apart. The Greeks and Romans use similar systems, with the Romans building an extensive road network to facilitate travel. The Romans also used mail coaches, though this practice fell into disuse after the disintegration of the empire and the corresponding deterioration of the road network. Countries such as England and the United States rely heavily upon post riders to deliver mail until the revival of the mail coach in AD 1784. In its turn, the mail coach is supplanted by the railroad and the telegraph in the AD 19th Century.

Horses are crucial in transporting not only goods and correspondence but also people. For thousands of years, though, the horse as personal transportation was the sole domain of the rich and powerful; and while public coaches are running by the AD 1700s, they are still limited to those who could afford the relatively pricey fare until the AD 19th Century, when private driving becomes increasingly popular.

The horse's biggest overall impact, however, is in warfare. Whether pulling chariots or carrying armored knights, the horse helps accomplish the fate of nations and peoples. The chariot is for centuries the principal war engine, but its use declines after 700 BC as horseback riding improves and the number of mounted troops increases. Cavalry units not only stage mounted attacks but also scout ahead of their army's main body and harry their enemy's flanks. Such lightly armed horsemen are essential to the success of Islamic expansion after Mohammed's death, as well as to the victories of the AD 12th Century Mongols and the AD 15th Century Magyars.

Light cavalry, however, is not the only way to conduct mounted warfare. In the AD 8th Century, the Franks develop heavy cavalry to hold back the Islamic expansion from España. Afterwards, the heavily armored knight is widely adopted throughout Europe.

Although the role of cavalry is drastically altered again after the widespread introduction of firearms and artillery in the AD 1500s, the horse continues to play important roles in armed conflict for the next 400 years. Light cavalry is reintroduced, as exemplified by the Magyar Hussars, and in the AD 1600s, Swedish King Gustavus Adolphus uses horses to pull light artillery pieces. Millions of horses are used in World War I, both in traditional cavalry formations and in transportation. After AD 1918, the horse plays only a limited role in combat, chiefly in guerrilla warfare and in undeveloped mountainous regions.

The horse is also long a source of entertainment for humans. The earliest form of equestrian entertainment is racing, both with and without chariots, followed by circus games with their featured horse acts. Another form of entertainment, *polo*, is practiced by the Achaemenian Persians, who pass it along to India where the British encounter and adopt it by the AD 1870s. Other equestrian competitions, eventing, show jumping, dressage, and long distance riding are developed, based on mediaeval military training exercises. The modern horse show, where horses compete against one another in various disciplines, originate in the medieval European fairs and serve an important function in breeding by providing a forum for owners and breeders.

In the United States, all kinds of animals are exhibited and sold. A specialized horse show called *rodeo* develops in the AD 19th Century. Originally held during cattle roundups in the American West, the *rodeo* is an informal contest for demonstrating the cattle ranching skills developed by the cowboys. The

contests subsequently become regular features of Western fairs in the mid-19th century.

Decline

The great epoch of the horse does not truly end until the early- to mid-20th Century, when the fruits of industrialization and mechanization bring about the mass-produceable automobile and tractor. The value of the horse quickly plummets. Later in the century, however, the horse enters something of a minor resurgence. Horse ownership rises, and modern breeding techniques produce better and better horses.

While enjoying nowhere near the level of importance it holds farther Down, the later horse plays an important role in law enforcement, ranching, and entertainment into the early Aquarian.

Fine-Tuned Spanning Tricks of the Highest Tech

Teleportation and time travel at will is the most powerful technology of all. Performed properly and intelligently, spanning makes anyone nigh invincible.

So it may seem a little cheesy to use this tremendous gift for surprising people, or burglary, or springing pressure traps. But after all, at this writing, nuclear reactors are still being used to boil water for steam turbines.

In the rush that a new spanner gets from spanning Up and Down months or years through time, he sometimes forgets the practical uses of level spanning, slipshanking objects, and precise spanning of minutes and seconds. And narcissists, often built with faulty spanning technology that may only allow limited spanning, certainly take advantage of any shortcuts they discover, and the following tricks and stunts will make even those of low Span a threat.

Of course, on any very tricky operation the GM may call for a roll against an appropriate Skill or Attribute. For instance, a spanner would need Repair (Automotive) [see pg. 29] to span away with a car while leaving behind its gaskets.

Selective Spanning. A spanner, within reason, can take objects with him, while leaving other objects behind that are connected. He is still bound by the weight limits that his Span allows, but within that, he can wreck havoc upon mechanical systems, building structures, and pull other nasty tricks simply by taking a vital component with him.

Example

T.J. Looker, a narcissist and self-proclaimed "most beautiful graffiti artist in the world," walks into a Rendezvous of spanners with a barbeque grill canister of propane and a lit Phillies Blunt cigar. He proceeds to span out, only taking the canister with him, but leaving the cigar and the now rapidly-

expanding propane. The gas proceeds to hit the lit cigar, igniting it in a burst of flame. End of targets' Yet, or at least a great deal of damage.

More examples

Spanning away with a vital part (such as the steering wheel) or an impediment (getting into the bank vault is easy, but what about getting into the safe deposit boxes? —Span over to one side with the deposit box locks...)

Another favorite is weight-based traps. The standard ploy is to be somewhere holding back a weight-sensitive pressure plate or spring-loaded mechanism, wait for your target to stand in the right spot, then vanish. This can be used on levellers who are certain to perish as the trap springs: The Atlantean Councils and the Scribes spend centuries debating the ethics of it as regards the Fourth Maxim, but most Foxhorns enjoy it immensely.

Presto, chango.

A very personal form of selective spanning is handling clothes. Spanning out of clothes is easy, and shouldn't even require an Attribute roll at Spans of 2 or above (GM's can call upon new novices to roll vs. Quick. Failure means some bit didn't come off, like a shoe, though the sock is gone; a blunder might mean the buttons were left behind but not the shirt, etc.) Spanning *into* clothes is another matter. There is an entire library of works by Thespians on this very subject, mainly dealing with spanning in the second a junior leaves a set of clothes. A safer (and cleaner) solution is to have mannikins at ready, dressed to go.

The spanner arrives in anachronistic dress, grabs the mannikin, spans Up a few seconds *with* the mannikin, but *without* the old clothes. Arriving, the spanner puts down the mannikin, and spans Down to enter the new clothes as convenient. This allows the spanner to bathe, choose underwear and even hide the old clothes without provoking a Gemini or having two of the same mannikin or duplicate clothes lying around.

Since level servants can often be pressed into hanging clothes on mannikins as a normal tailoring service in Societies with laboriously detailed clothes cultures, this actually saves Span Threes and Fours a great deal of effort.

Lack of momentum. A spanner, upon completing a span, level or otherwise, has no conservation of momentum. The act of spanning involves being converted into energy, traveling through the Van Allen Belts, and then having the nanotech which is the spanner reassembled at the appropriate time and place. They will adopt whatever momentum is appropriate for the situation in which they have placed themselves. Since the technology takes into account the relative speeds of the movement of the Earth, the Sun, and the universe, the difference between a spanner standing still and one going 70 mph in his '66 Mustang is negligible.

Where you end up is just as important as when you end up: The location of a span is just as important as the time. With a bit of planning, it is very easy to take advantage of where someone shows up in their span.

Example

An Oracle during Time Combat shows Cheryl that T.J. is going to show up in the alley next to a pet store in West Orange, New Jersey, on April 7th, 1999, 10:00 PM. Cheryl gets in her '66 Mustang with a stopwatch and lots of room for acceleration. She guns her engine, tearing down the alley at the right moment. T.J. spans in; he matches the momentum of the road, as though he were just standing there. However, only a foot away from him is a speeding car. With less than the second required to span back out as Cheryl runs him down with childish glee, T.J. gets run down for not paying more attention, or choosing a safer place to span into. End of T.J.'s Yet.

Hiding the Evidence (Slipshanking objects away)

Most times, spanners use slipshank to get objects that they need. Due to the way slipshank works (the need to place the object in the appropriate spot is put in the spanner's Yet), it is possible to remove objects from a location, just as you would place them in a normal slipshank. Just like a normal slipshank, write down the act of removing the object in the spanner's Yet, and take a point of Frag until the Yet is resolved.

Example

After running T.J. down, Cheryl hits the Garden State Parkway going about 80 miles per hour. Soon, a New Jersey State Trooper pulls her over. As the trooper approaches, she remembers the Tec-9 machine pistol she put under her seat in case of an emergency. Not liking the idea of jail in her Yet, she slipshanks the gun away. She takes a point of Frag, and puts the event of her spanning into the car out of sight and taking the gun in her Yet. When the trooper searches her car, he doesn't find the gun.

Hopefully, he doesn't check the front of the car...

For challenged attempts to take an item, see *Spanning Away with an Item*, C^oNTINUUM, pg. 154.

Section 2-The Eras



H. Freyja, (b. AD 1869)
from *A Spanning Child's Book of Days*
nauvink
The Nursery, Atlantis
Libran Era

The past is a foreign country; they do things differently there.”

—L. P. Hartley, *The Go-Between*, AD 1953.

Frames of the Observer

Time is perceived in many different ways, and it is this relativity that presents so many of the possibilities and problems of spanning.

There are common associations levellers have with their past; the past that they have experienced themselves, or have heard from others; these are the events transcribed as nostalgia or quaintness. [See *C^oNTINUUM*, Aging and the Human Perception of Time Passing, pg. 142.]

Then there is history, defined as events that have been recorded for future generations. Members of every Society begin with distinct biases based on what version of history they have heard, or were taught, since no version that comes to levellers is entirely accurate, and certainly not complete.

Something is always left unsaid.

Beyond historical times, there is prehistory, ages that leave no discernable written record. But levellers of a later day easily acquire biases as to what this mysterious past contains. Hyperbolic adventures set in Egyptian times filled with magic curses, walking mummies or endless chariot races. Or the stereotypical caveman— often placed with dinosaurs, shrugging off the basic fact of their extinction millions of years Down, on continents long since pulled apart.

In fact, few people walking around at this writing have any clue where their peoples came from, let alone what their futures hold. Most of the years of the ‘past’ are a vast blank to them, filled only sparsely with a few bones, cartoon cavemen, and men with different colored armor and swords.

This section hopes to relieve the average reader of his burden of blankness. Here follow nine cultures, some of which seem familiar, but are placed in the wider context of the Eras. We hope it presents some idea of how large the world really is, spinning as it does in the dark.

Creating Societies and their Cultures

Note on Chronologies

As noted in the C^oNTINUUM main rulebook (pg. 203, footnote 1) dates for events given before 664 BC and after AD 1999 are for game purposes, and do not reflect the actual course of events. Information is all, and some facts remain secret until the Hour of the Inheritance. Further information is not available here.

Researching Cultures

Archaeologists are charged with the duty of assembling data and advancing theories, like any other scientists. Ancient sites may genuinely hold weapons and golden treasures, but most research is done on how people lived day to day. Hence, to discover what people were doing, GMs should visit anthropology websites and visit the literature and local museums. This can work wonders in fleshing out 'lost' civilizations and making them real.

While any number of fanciful nations¹ have been invented by science fantasy writers, there are several thousand years in the real world in which unrecorded events occurred. Archaeology has discovered thousands of ancient settlements and cities, but it is never going to find them *all*.

In fact, many well-researched cultures don't even carry the names the natives once called themselves. In modern times, American 'Indians' can at least still point out that they aren't from India. Vanished cultures often take their names with them.

Prehistoric archeological digs are usually named after a local town or geography near when and where they are rediscovered by the Piscean or Aquarian digging them up. Digs of early historical sites are often called after what they were recorded as being in Roman times, and sometimes more than one name applies to the same town or nation depending on sources. A good example is Troy, the ancient city overlooking the Dardanelles. After Troy's sack in 1229 BC², it struggled on for a brief while, but was abandoned in 1098 BC. By the 7th Century BC; however, Greek settlers return to the site and found Ilion, a city otherwise unrelated to old Troy. It eventually becomes a Roman town, and highly honored by emperors like Augustus due to the Trojans being seen as Roman ancestors. After the founding Constantinople (AD 324) Ilion (now *Ilium*) falls into obscurity, and is finally abandoned. When AD 19th Century adventurers begin looking for it, it is hidden under a hill the Turks call Hisarlik.

Archaeologists are the detectives of time, and can discern vast amounts of information from a few bones, bricks, a footprint, and a tool or two. But in instances without Rosetta Stones, important facets of a people's language, history and attitudes are irrecoverable. When a GM has decided he's researched enough, of course, blanks are for him to fill in.

The actual name, language and culture of the following Societies are as close as the authors can find, or were advised as to detail by our Continuum contacts. GMs are encouraged to search the Web, and their local universities, museums and libraries for the latest theories and discoveries about our ancestors.

Character Adjustments by Society

Optional. The GM has the discretion to adjust starting Attributes by up to +/- 2 if he feels the nature of a Society he's designed warrants it. For example, a civilization requiring all adults and children to move heavy blocks of stone, 14 hours a day, for some odd project, may be worthy of a bonus +1 to Body in addition to standard starting character points. None of the Societies listed in this book utilize this optional rule.

Prehistoric Benefits

In going over the Benefit List (C^oNTINUUM, ppg. 11-13) the authors realized that some of them are of little use, or are impossible, in the days before history: No 'Speed Reading' without written language, for instance. Conversely, 'Sense of Direction', of minimal value to Aquarians, starts looking pretty good in the trackless lands of the Leonid. Some of the following may be handy to Libran and Piscean alike, and GMs are free to offer these to C^oNTINUUM characters from all Eras:

Animal Affinity (Genus) or (Species)

The character naturally gets along with creatures of either a certain family or genus (i.e. all *Ursus*— polar, black, brown and grizzly bears... and pandas) or of a specific species (i.e. passenger pigeons, but not other birds; sabre-tooth tigers, but not other cats, etc.) A Genus Affinity allows a character to roll his or her Quick to avoid trouble from a member of the genus, and with repeated exposure to the same individual beasts, even gain trust. A Species Affinity is the same, but adds +2 to Quick for any rolls related to such encounters. Affinities are not allowed with branches of the human family, or with species with Mind 2 or above.

Clear Eyes

The character has naturally sharp eyesight throughout his life, barring any injury or Limit. +1 to Mind or Body rolls relating to perception or combat, as long as *seeing* is involved. This is in addition to any bonus from a Perceptive benefit.

Plant Affinity (Wood) or (Herb)

No, the character doesn't talk to plants— He has an innate sense of the best stock of wood for a tool or job, *or* can tell which plants are food/poison/medicinal. Plant Affinity allows the time index for learning a related Skill to be halved (as for an Aptitude benefit). A Skill is necessary to actually create weapons,

¹Such as Opar and other jungle cities encountered by Edgar Rice Burroughs' Tarzan, or the sorcerous realms tackled by Robert E. Howard's Conan— though Cimmericians [Assyrian Gemmerai] are a real tribe of the 7th Cent. BC.

²Adjusted from C^oNTINUUM first printing. See A Note on Hat-Kaptha Chronology, pg. 79.

lumber, tools, medicine or poison, but a +1 is given to the use or effect of any such products crafted by a character with the appropriate Affinity.

Rapid Healing

The character has been blessed with a body that naturally heals in half the Age as normal characters.

Stone Affinity

Similar to Plant Affinity, only the character is great at finding rocks, minerals, volcanic glass, or even the right kind of bone for a tool. A Skill is required to make objects, but time index and +1 bonuses apply, as above. Characters from metalworking or chemical-mixing Societies should choose an appropriate Aptitude instead.³

Strong Immune System

Normally, characters only get one roll vs. Body to avoid catching a communicable disease they've come in contact with. Strong Immune System allows a character an additional reroll to try and fend it off.

Visualizing Societies

Spanners visualize Societies as great, winding balloons spiralling through spacetime. Between Interregnum and the Inheritors, wherever Mankind is, experiencing and affecting the world, there are the Societies.

Just as a spanner must familiarize himself with the four-dimensional shape of his corner and the swirl of his neighborhood, so must he one day apply this understanding to how he perceives all of human endeavor. Most Societies see themselves as being held together by some 'thread of life'; its borders are continuous with people themselves, even harmonious. But many Societies, if not all, have times of strife, wavering political leanings, coersions, pogroms, wars, insurgencies, rapes, bastards, and so on that make the tidy picture of people progressing through time a tangled weave. This is the essence of the Greatest Game: to uncover the truths of these events disguised by leveller histories, to account for all lost tribes, to solve unsolvable murders. And to put the veracity of all claims to rest for eternity.

One fact to help one's perspective is the ratio of spanners to levellers is about 1000:1 in any given year. The Early Aquarian is no exception, but obviously this changes abruptly in AD 2222.

The following Societies as elaborated have a set of local or typical spanners, which can be player characters or NPCs, plus a few likely enemies to get some action going. There aren't a lot of specific plots herein—the intent is to give GMs several solid back-grounds from which to begin. Those desiring complete scenarios can check out the free downloads on our website: aetherco.com/continuum/scenarios/. The password from the main rulebook is necessary to open the Adobe® Acrobat™ PDF files.

The Society Sheet [pg. 96]

The Continuum Society Sheet is a simplified means to track the course of a culture through time—a GM's crib sheet for the major changes players spanning around will notice. Those wishing to explore a culture in greater detail can use more sheets detailing shorter gaps in its history.

Each of the nine Societies that follow have a Culture Chronology Chart from the Society Sheet filled in—to give you an idea of how Societies change over time, and how to record these overarching sweeps of change.

Society Name. This is the name the Society uses to describe itself.

Society Dates. These are the dates accepted by the Atlantean Councils for when the Society begins and ends. Only rarely based on celebrated historic events, these dates tend to begin with early ancestors and end with the last hangers-on of a people.

Joined _____ Atlantean Council. This is the number of the Atlantean Council where the Society was accepted as a part of The Societies, if the GM or players have determined it. [See C^oNTINUUM ppg. 41, 206-207, 218-219.]

Predominant Claim(s): In brief, a Society must have a Claim to existence before it can join the Atlantean Councils. The Claim must be based on a measurable unity in one or more of these three categories:

- i) *Crown* (who governs)
- ii) *Culture* (way of life held in common)
- iii) *Blood* (genetics)

See Greatest Game Rules, C^oNTINUUM, ppg. 218-219.

Major Bordering Societies. List some of the more important Societies that the Society comes in contact with during its existence.

Space for a map, or any extra notes the GM feels is pertinent.

Culture Chronology Chart

Choose three dates that you find significant in course of the Society's history. Good choices are a period of early achievement, a time of greatest fame or accomplishment, and late period of major change or decline.

population: Number of people in the Society at that time, plus any pertinent details.

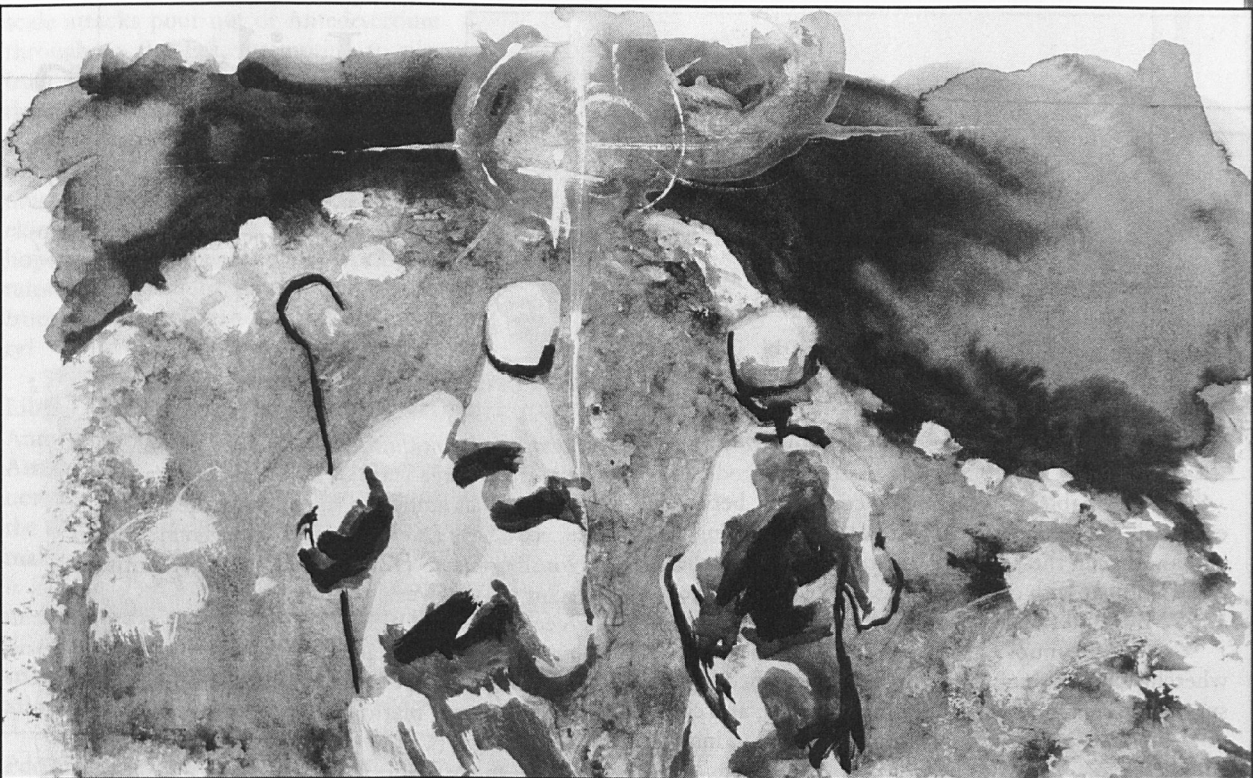
language: The name of the language, spoken and written, if applicable.

art: Expressions deemed positive or tolerable.

dress & furnishings: What is deemed acceptable in dress and furniture.

commerce: Sources of wealth and trade valued by the Society.

³GM's discretion whether to apply +1 bonuses to post-Stone Age handicrafts like swords or explosions.



Victor Beauregard Houston, (b. AD 1857)
Good Information (AD 1923)
watercolour
Collection of the Scribal Corner at the Bibliotheca Apostolica Vaticana AD 1906 - 1947

- tech :** Techniques, science and architecture deemed useful.
- zeitgeist :** The ideals and outlook of the Society, and its politics.
- mores :** The morals, ethics and boundaries of behavior.
- enemies :** Threats to the Society.
- myth :** Religions and folk history of the Society.

Overview and Detail checkboxes.

The Overview box is checked if the GM is using the sheet to note the overall trends of the Society through all or most of its existence.

The Detail box is checked if the GM is using the sheet to develop Culture Chronology Chart for a narrower stretch of time than the entirety of the life of the Society.

Copies of the Society Sheet, and many other C^oNTINUUM accessories are also available free online:

aetherco.com/continuum/scenarios/support.html

Special Note on Abbreviations

Many characters from the Societies and cultures that follow have Skills not covered in the C^oNTINUUM rulebook, and so are listed as Acumens. In cases where the Acumen option is used, the first letter of the associated Attribute is placed in brackets before the rank/score, for example:

- Acumen: Flogging [B] J7
- Acumen: Gather [M] M10
- Acumen: Chai'lur [Q] G12

The abbreviations are:

- [B] Body
- [M] Mind
- [Q] Quick
- N Novice
- A Apprentice
- J Journeyman
- M Master
- G Grandmaster

See also More on Attributes and Skills, pg. 28, Prehistoric Benefits ppg. 38-39, and C^oNTINUUM, ppg. 10-11, 14, 16-22, esp. Acumen pg. 21.

Libran

12969 - 12000 BC

Cf. C^oNTINUUM, ppg. 205-7

Order forged out of Chaos, Light from Darkness, Peace from War. These archetypal images resonate for all humanity, because they are rooted in the events of this Era of judgement.

The Libran actually begins in 14000 BC as Antedesertium begins to unravel under the abuse of the self-styled gods, the Seven. Unable to reach any consensus between even two of the Seven, they cannot avoid turning on one another in the 13550s. The locus of their earliest Time Combat with one another is throughout the year 13557 BC, and this heralds the start of Interregnum.

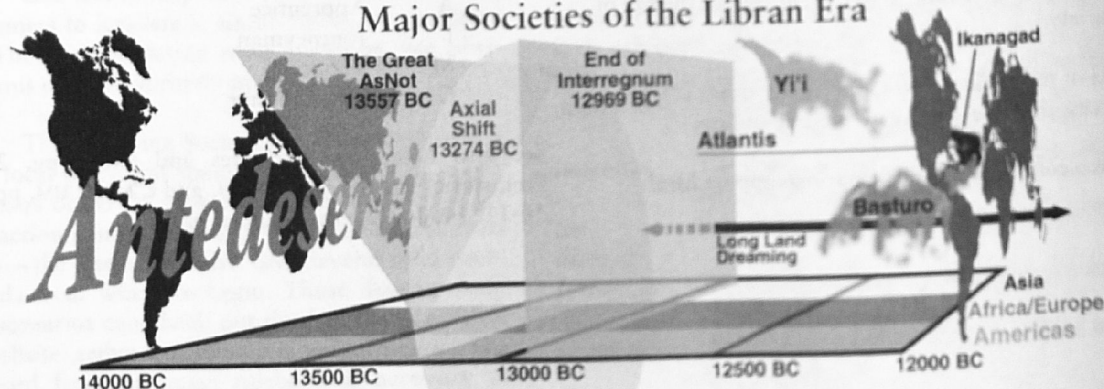
Interregnum (13557 - 12969) is the period wherein the Continuum is compelled to fight for the survival of mankind with every means it has, and cannot merely perform insurgent activities inside Antedesertium. Such is the frenzy of the Seven, that the further existence of people seems irrelevant or even hampering to them. It is a uniquely difficult period to navigate, the Great AsNot and the axial shift being only the worst of the countless dangers. Only highly trained spanners of Span 4 or higher should even dare try to cross it.

On the hither side of this maelstrom lies Atlantis and her sister defensive outposts. Atlantis arrives on May 19, 12970 BC at the position it occupies for the remainder of the Era, manned by exclusively war-minded spanners, who understand that this is a critical beachhead. As June 1, 12969 approaches, a vast number of spanners gather for a very remarkable ceremony opening the time of the Societies. Many are also here to claim most of the prime apartments throughout the installation for use during its stay in this Era, even if living on Atlantis on an ongoing basis is still far ahead in their Yets. And here the Atlantean Councils take their course.

Main Fraternal Corners and Activities:

- Antiquarians-** *'Antiquities Survey'* (12969 - 12201 BC)
Atlantis: A large team of hundreds of experts who excavate and study the ruins of Antedesertium
- Dreamers-** *'Long Land Dreaming'* (throughout) Australia
'House of Sleep' (12970 - 12191 BC) Atlantis:
Recon for the War
- Engineers-** *'Valves'* (12970 - 12191 BC) Great Harbor:
Ship and vehicle repairs and design
'Green Barn' (12969 - 12191 BC) Atlantis: oversees the agricultural platforms
'Star Garage' (12970 - 12191 BC) Atlantis: repair wing of the armories
- Foxhorn-** *'Old Berm'* (12970 - 12191 BC) Atlantis:
one of many marshalling corners for the War
- Midwives-** *'The Nursery'* (12969 - 12191 BC) Atlantis:
where spanner children, esp. orphans can be raised in relative safety
- Moneychangers-** *'Trade Secrets'* (12969 - 12191 BC)
Atlantis: surveys ores and other natural resources in the Era
- Physicians-** *'The Hospice'* (12970 - 12191 BC) Atlantis:
healing War veterans; shared with Quicker
- Quicker-** *'Tangent 1'* (12970 - 12191 BC) Atlantis:
secure corner for Inheritor/Late Aquarian contacts
- Scribes-** *'The Great Librarian'* (12969 - 12191 BC)
Atlantis: repository of knowledge and the events of all the Societies, as an adjunct to the Councils
- Thespians-** *'Counterculture'* (12970 - 12191 BC)
Atlantis: trains thespians in the ways of Societies, and insurgents going undercover in Antedesertium

Major Societies of the Libran Era



Refugees, insurgents and full-scale attacks pour out of Antedesertium throughout the Era, attempting to distract the Atlantean Exalted and destroy the foundation of the Societies.

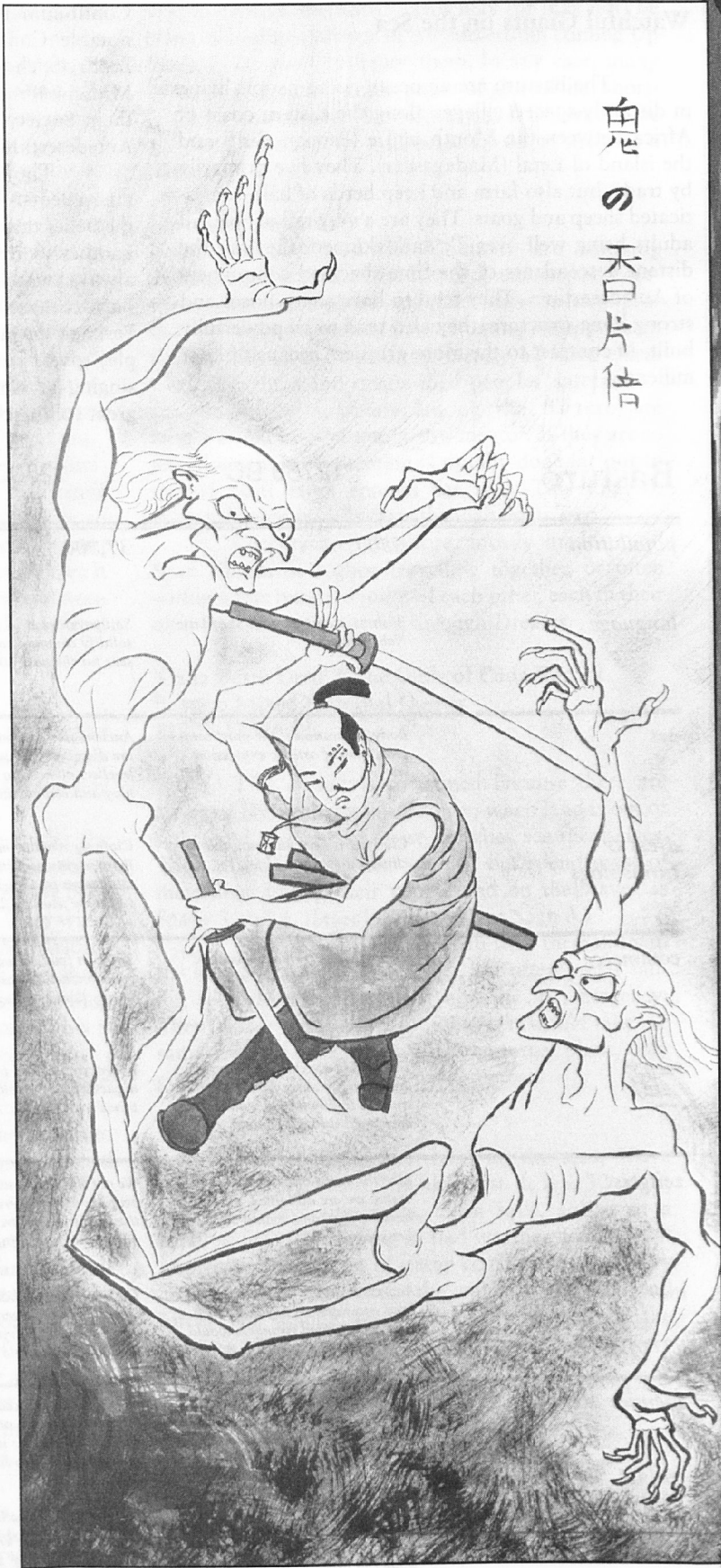
And yet the Societies persevere, as they must. The foundation is laid, as it must be. How can the primitive levellers eking out a new life in a broken world hope to grow in peace, with sworn enemies of tremendous power spanning in from over the western horizon of eternity?

The leveller Societies of the Libran are simply too mobile for Antedesertium to easily seize or destroy. Attempts to extend their power over nomads is of little use, because without the ability to establish a permanent base, making a beachhead in Societal territory is in vain. The War remains one of skirmishes, as the narcissist supply lines are distant, and native assistance is too sparse.* And Atlantis' watchfulness allows for many early stretches of peace.

The Yi'i resettle the west coast of Pdo'yo (the Americas) and enjoy the ready abundance of the animals, now allowed to thrive there. The Ikaganad enjoy a growing success through the Virgin cusp along the shores of Uetad (Piscean Persia and India) with sophisticated gathering techniques and trade with the Basturo, whom they assimilate peacefully.

Finally, as skirmishes with Antedesertium die down and are brought to a halt, conditions for a rebirth of mankind are perfected. This is the struggle, the end of winter that ensures the promise of the new spring, the *tabula rasa* of the Virgin Era.

Fukuzatsuna (AD 1492-1573)
Outside the Island, (12421 BC)
Ink
Collection of the artist



Artwork © 2000 Garrett Borden

*Antedesertium is far more successful in the Geminid, over 6000 years Up, by having an ally in centralized and expansive Vielavayan [see ppg. 66 - 69].

Cada Bastu 12831-12106 BC

Watchful Giants on the Sea

The Basturo are an ocean-going people living in distantly-spaced villages along the eastern coast of Africa between the Mouth of Ue (Persian Gulf) and the island of Letal (Madagascar). They live primarily by trade, but also farm and keep herds of half-domesticated sheep and goats. They are a very tall people, all adults being well over 7'; dark-skinned, they are the distant descendants of the time-shackled commoners of Antedesertium. They tend to have sharp noses and strong bone structure; they also tend to be powerfully built, in contrast to the more gracile Africans of later millennia.

Influence from and participation in the Continuum is slight. While there is a handful of notable Continuum Fraternal members from Cada Bastu (Sochori of the Thespians, Burui Lak of the Midwives) most are content to simply be defenders of their Society from the proximate incursions from Antedesertium.

They do remember their unfriendly antecedents. Basturo religious feeling centers around the belief that their Masters, who made them, exist in another world that runs parallel to this one, and are always watching them for their amusement. No Basturo ever believes himself to be truly alone. Perhaps for this reason, they are a very outgoing people, given to great feats of self expression. Their singing at sea may also be an outgrowth of this—great rolling chants with much harmony and cadence.

Basturo	12750 BC	12500 BC	12250 BC
<i>population</i>	6500	37,000	7800 and declining
<i>language</i>	Basturo, a distant variant of Late Nebendanesse	Sail painting at its height; helps to solidify communication across the seas for the next 200 years	Many here teach their children both Basturo and Ikaganadi
<i>art</i>	Body decoration is the most common form of artistic expression	Ancient stores of polymer paints are discovered in caches off Letal; levellers allowed to keep them for play and ceremonial purposes	As boats are used less, Basturo that wish to declare their heritage carve elaborate symbols into them akin to earlier sail-painting
<i>dress & furnishings</i>	Clothing is very minimal, due to climate and way of life	Clothing remains minimal, though lightweight decorations of shell and leaves cover walls, boats, and influence jewellery designs	Most are still very traditional about wearing minimal clothes, some that are full-time farmers adopt shoes and pants
<i>commerce</i>	Fishing is the primary means of sustenance, though seafaring is leading to small trade	Trade in food, news and other goods make the Basturo welcome in any port or village	Many sites on African coast abandoned; trade is mainly along Uetad coast only
<i>tech</i>	The skill of maximizing storage area of skiffs made from a single trunk is highly prized, and is developed through contests	Improved sail and tacking techniques allow for long-distance travel	Skiffs are made sturdier for longer running, but many techniques are lost to prevalence of Ikaganad food and tools
<i>zeitgeist</i>	Like the drops of water in the ocean, we are all joined, all related in some way, and should always behave as such	We are the people who link other peoples; when others want news, they ask us—we are always the ones who know things first	Most young men take their boats off into distant seas, since it's more appealing than farming; girls look for well-off Ikaganad husbands
<i>mores</i>	A circle is drawn around a family's land encampment beyond which only uninformed strangers would cross; leads to later porch etiquette	The ocean knows how to speak to others: If you are very upset, or very happy, let everyone know—otherwise, let people sail on	Ikaganad attitudes towards those who come to trade are a little rough, but it seems effective for getting what you want
<i>enemies</i>	The shores are the only safe places, since the interior is the land of untold numbers of monsters	There is still the occasional nightmare from inland; otherwise, few humans can harass us, since we can always take to the sea	The only enemies are near the old homelands; living in Uetad is much safer and more pleasant
<i>myth</i>	Dolphins considered Water spirits who can sometimes speak to men; Air Spirits are more powerful, some say they can hold back Death	The Air Spirits watch over the land and the sea—Sea spirits used to talk to women, now they only seem to aid the occasional sailor	The 'monsters' of the past are largely forgotten; any attacks from inland are presumed to be a hostile tribe of otherwise ordinary men

The people of Cada Bastu are well adapted to faring the ocean tides, and winning their way in life through trade with very distant peoples. But every man, and some women, own a house in the town, as a place to count belongings, entertain friends and relatives, and reassess their lives before going the rounds of the sea again.

These houses are variously built of stone or wattle according to their individual means and what the local level can provide. Each house, be it rich or poor, has a large area in front of the door—a kind of projecting porch—that is paved and raised above the level of the street, but considered to be the private domain of the house's residents. No Basturo would think of stepping on another's porch unless invited. This habit derives from respecting each man's boat. Livestock and gathered grains are held in common, however, due to the nature of the Basturo life at sea.

Diet is a heavily spiced mix of grains, principally millet, cheese, meat, and vegetables. Fish tends to be roasted on spits; they believe it is offensive to boil a fish because it turns its native element (water) into a hostile force. On the other hand, they believe it is perfectly acceptable to boil bread; visitors commonly fail to appreciate the subtle flavor of these bland dumpling-like morsels.

Legends of the Deadly Interior

Cada Bastu (later Osai Pulu) is the largest town of the Basturo, numbering only about 1500 residents, over half of whom are likely to be at sea at any given level.

All the villages of the Basturo are under the constant threat of an invasion of monsters. Sometimes it is just one monster, but on occasion, there have been hordes, threatening the natural tranquility. They wield various magics and powerful tools. The Basturo believe such things are the result of foolish men making offenses against the proper order—akin to boiling fish, only on a grand and on a personal scale. This is how they understand the War with Antedesertium.

Their solution to these assaults on the peace is to abandon their villages for a time. Usually after a leisurely few days on the friendly ocean, they return to their homes, and find everything back in order, and even the goats fed.

The monsters, of course, are refugees or insurgents out of Antedesertium. Atlantis and stations like it are there very much for this reason: to keep miscreants out. Spanners from Atlantis hear of any trouble from the local corners, and legions of volunteers sweep the place as soon as the Basturo are all well out to sea. The Basturo have many folk stories and songs about foolish people who defy the elements. Usually in these tales, the Inland Monsters are turned to smoke by the Air Spirits they have defied.

Attacks can take other forms, and the Continuum watches Basturo Dreams and mores for any signs of danger. One notable phrase in the lan-

guage is that if a young girl is unusually pretty, she is said to "follow the Lady". This may (or may not) be some memory of Mirror of Antedesertium coming Up through the years to haunt them. In any case, many Basturo girls go through a phase of glossolalia, shortly after menstruation begins, and this is believed to be a sign of whether she will be lucky or unlucky as a mother.

Faraway Friends

Atlantis and the Councils are ongoing throughout the time of the Basturo, and the local corners—the handful of spanners this Society produces—all have contacts in the floating metropolis on the far side of the continent. Nearly all have elders who settle there and ensure their peoples' safety.

Novice spanners among the Basturo are taught alone, one-on-one with a mentor, as they are so few. Education in spanning is usually done far out to sea on skiff large enough for two. This kind of apprenticeship usually lasts through Span Two.

Corners are, therefore, mostly made up of Span Threes or higher, travelling together, or often within a few hundred miles of each other, each in their own boat, communicating through Dreams.

'Cada Bastu Detu' ['The Gulls of Cada Bastu']
Basturo Mixed Fraternal Corner
12707-12366 BC

This corner is so named because there are always a few seabirds visible, even when land is out of sight, and this is how these chronies see themselves. They all achieve at least Span 5, but spend most of their time among their people and on the waves as Spans 3 and 4. (Stats listed are all at Span 3.)

They are well able to span with their skiffs to the maximum distance allowed, but often prefer sailing to a destination slowly, even in an emergency: They choose to span to a time where it would take the same amount of Age to sail to the target place, only guaranteeing arrival when needed most.

Inad Das

He has the largest boat on the seas, "Save only Alatan (Atlantis)," is his boast. It is a 30' skiff, with many accoutrements, extra sails, and even a small shelter for sleeping in bad weather. Inad says it impresses the women of many coast towns that they can be private even under the watch of sky-gods and birds, but among his chronies, he just finds the thought of tolerating sailing in bad weather very funny.

Span 3 Frag 0

B 8 M 4 Q 8

Benefit Sense of Direction

Skills Dreaming M11 Etiquette (Basturo) J6 Melee Weapon (fishing spear) G12 Toughness M11 Skiff Sailing [B] G12 Survival (Ocean) G8 Swindle (Seduction) M11

Udanua

Udanua is the Dreamer among them. He's always had an incredible gift for Dreaming, and says he has spoken at length with Tjarapu, Karanda and Moveldié, as well as his elder selves, and many spanner children he sires in Atlantis. Ahe is a little envious of this, and has admitted as much, but only to him. It is through Udanua that most warnings are passed among the Basturo corners, and to Atlantis itself. He has a tiny 9' skiff, barely enough room to pack his body in, but he says it helps him quickly reach deep sleep on long clear nights when running under the stars is a powerful distraction.

Span 3 Frag 0

B 7 M 6 Q 10

Benefits Connections (Shift Sight)

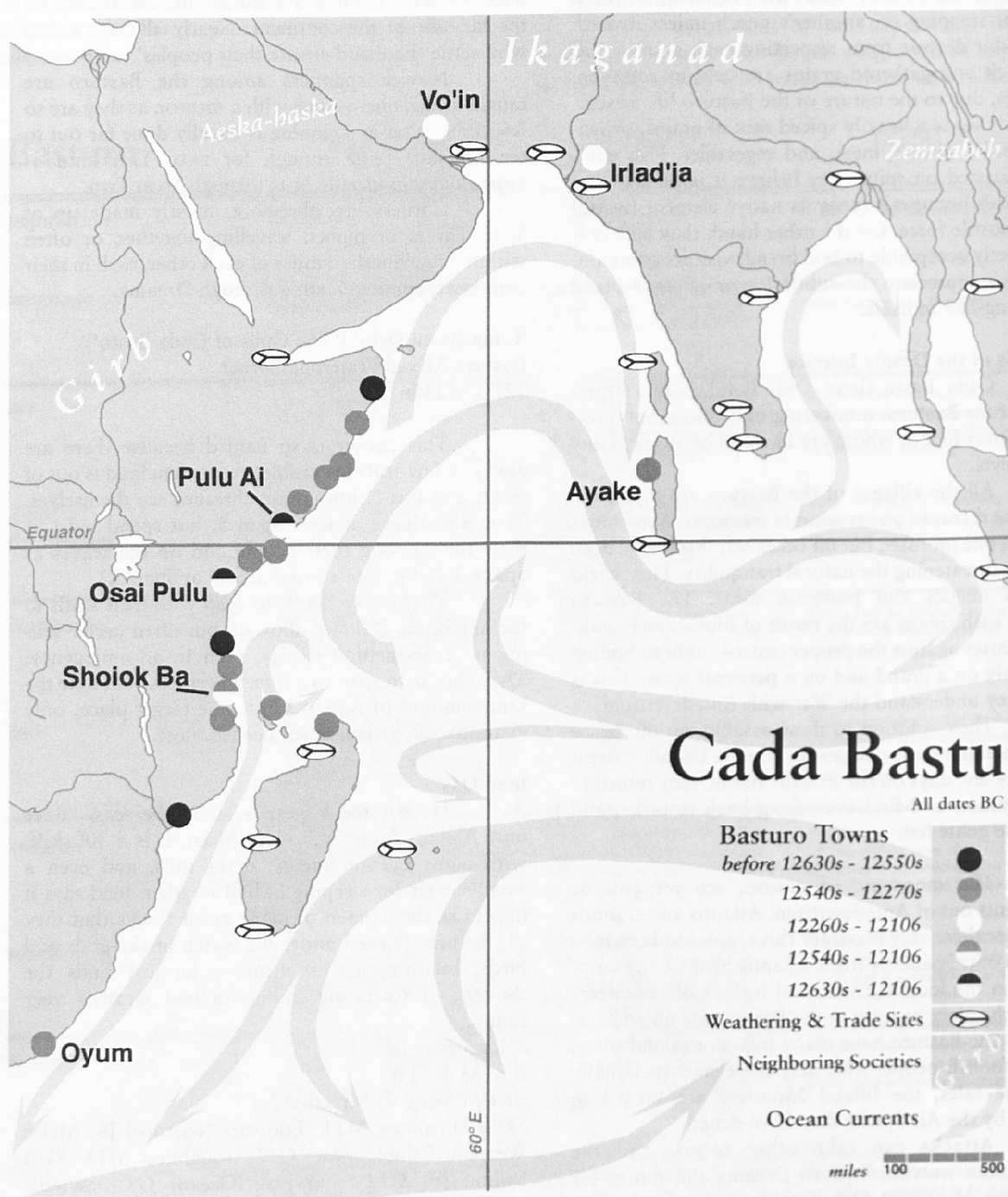
Skills Dreaming G15 Etiquette (Basturo) M9 Melee

Weapon (fishing spear) G12 Skiff Sailing [B] G11

Survival (Ocean) G10 Toughness M11

Ahe

Ahe is a mother, she travels with her son Kirpu, unusual to the Basturo only in that the father is not along. Kirpu's leveller father died shortly after he was conceived. Ahe decided to come Up several decades and raise the boy in an environ of greater



prosperity, and a little farther away from the monsters from the Interior. She is raising him very carefully, despite many spanners' concerns that she will be unable to abide the Fourth Maxim with a child along on the sea. But little Kirpu (5y in his new level of 12457 BC) doesn't imagine his mother can fly, travel in time, or anything else. He believes she has a huge treasure shell tied up under the water and being towed by her (14') skiff, because whenever they want something, she dives under the boat, and comes up with it.

Span 3 Frag 0

B 6 M 5 Q 8

Benefit Clear Eyes

Skills Acumen: Mothering [Q] G14 Dreaming M11 Etiquette (Basturo) M8 Melee Weapon (fishing spear) M9 Observation M8 Toughness M9 Skiff Sailing [B] G10 Survival (Ocean) G10

Mioh Asta

Mioh has a 21' skiff, but he is often the land-lubber of the Gulls, and is as happy watching the unruly goats and the corner-house as he is out fishing. Someone has to keep an eye on the Basturo towns, especially Cada Bastu, so Mioh is always asking after news or gossip, and alerting his corner before following up any dangerous-sounding leads— especially any that lead Inland.

Span 3 Frag 0

B 9 M 6 Q 8

Benefit Sense of Direction

Skills Dreaming M11 Etiquette (Basturo) G11 Melee Weapon (fishing spear) G13 Melee Weapon (staff) G13 Observation G10 Skiff Sailing [B] G13 Survival (Jungle) G10 Survival (Ocean) G10 Toughness M12

De Iubec

Iubec is the smartest trader of all of them, probably of all Basturo, but she does not want men to be ashamed around her, and is clever enough to hide this fact. She runs about in a 25' skiff, usually laden with goods.

Span 3 Frag 0

B 7 M 7 Q 8

Benefit Sense of Direction

Skills Dreaming M11 Etiquette (Basturo) G11 Etiquette (Other Cultures from Locality) M10 Melee Weapon (fishing spear) G11 Skiff Sailing [B] G11 Survival (Ocean) G11 Swindle (Economic) M11 Toughness G11

Threats

Here are some likely villains out to break up the Basturo before they have a chance to help build the Societies, or for other narcissistic motives:

Gurudbata

Some say girls who don't learn to control their tongues live to regret it. The glossolalia mentioned above almost always fades, but there is the leg-



Gaoreru Mana, (b. 12403 BC)
Three Days, Three Women, followed by a Long Journey with the Family (12317 BC)
charcoal on paper
reproduced from his sail

end of the Gurudbata, the Mad Girl of the forest, who never was able to stop. She is said to appear to be a teenager, but is really a ghost that bleeds, and can't be killed. If she touches you, you turn into a stew that she will eat while screaming to the sky.

Span 1 Frag 6

B 2 M 8 Q 7

Benefit (Photographic Memory)

Skills Pyrokinesis J10 Unarmed Combat (bite) M10

Battalions out of Babaduset

These lost legions of King Dhutane's soldiers are more than just a standard invasion and their stats aren't identical by coincidence. They are all copies of the same man— not genetic cloning, but an abuse of spanner tech to make copies of an individual.

Even the most atheistic Continuum spanner would find these troops soulless, and the Basturo are very spiritual. Even if these soldiers do not immediately attack, their actions and desires will be without any of the human graces we expect— they will eat the instant they are hungry, sleep where they sit— whatever the food or conditions set before them, as long it isn't lethal to themselves. Along the same lines, when they attack, they are never distracted, and fight until one side or the other is gone.

Parties of 1-100 (d10 x d10) in number

Span 2 Frag 1

B 8 M 2 Q 6

Skills Melee Weapon (steel sword) M11 Toughness M11

Armor Brass (Body 3 Armor 2) and/or steel (Body 4 Armor 2).

Some are given very advanced slug or laser weapons, but are usually only have a J4 expertise in them.



How secret is secret? The Atlantean Councils have declared the Societies of the Virgin Era off-limits to nearly all spanners, but how can one travel around it to get to the Councils?

Spanning has been presented as an easy activity, but the closer one approaches Antedertium, the more snares and pitfalls await the unwary traveller. Many of these are placed by the Continuum or by the Societies to guard against narcissist intrigues and incursions. One of the major examples of such barriers is the Virgin Era.

Span Fours wishing or needing to visit the Councils must, of course, make at least one stopover, probably two, somewhere inside the Era. Accommodations have been made for these plain necessities.

There are major sections of spacetime set aside in the Virgin for spanners to stop over. These areas are called, *waystations*, and are considered zones controlled by Fraternities, rather than corners watching over Societies. Each Fraternity has information on how to navigate across the Virgin using their waystations. Waystations are mostly overseen or mentored by interested Span Fives.

Visiting spanners are not allowed outside the waystations without being directly overseen by the mentor of the waystation —this is a Decision of the 14th Atlantean Council. Waystations vary in size between small underground installations to areas the size of a small Piscean barony. They are always placed where the native levellers are least likely to go; needless to say, most with recreative facilities include skiing as a pastime.

Virgin

12000 - 10000 BC

Cf. C^oNTINUUM, pg. 207

Main Fraternal Waystations

(each somewhere in these generalized areas):

Antiquarians- 'Eyeglass Case' (11817 - 11762 BC)

Central Asia

'Plastic' (11560 - 11429 BC) South America

Dreamers- 'Long Land Dreaming' (throughout)

Australia

Engineers- 'Middle Span' (11983 - 11842 BC) Central America

'Empty Wrench' (10850 - 10537 BC) South-central Asia

Foxhorn- 'Spelling Bee' (11624 - 11466 BC) Southern Europe

'Tiger' (10261 - 10021 BC) Northern Africa

Midwives- 'Hatchet' (11246 - 10982 BC) North America

'Homely' (10762 - 10544 BC) Polynesia

Moneychangers- 'Mercury' (11679 - 11482 BC) East Asia

'Small Change' (11246 - 11243 BC) Mesopotamia

Physicians- 'Caress' (11902 - 11709 BC) South Asia

'Sponge' (11144 - 10858 BC) Northeast Africa

Quicker- 'Dust' (11759 - 11644 BC) Southeast Asia

'Sideways' (11532 - 10876 BC) Madagascar

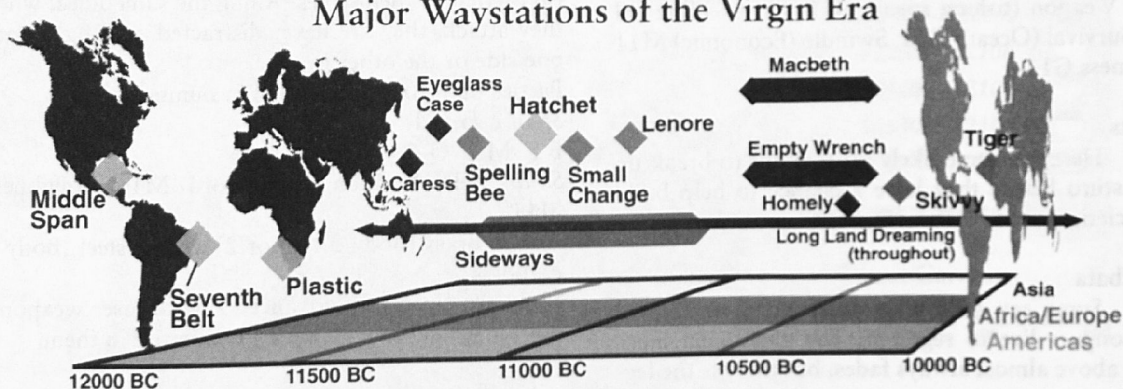
Scribes- 'Lenore' (11065 - 10899 BC) Iberia

'Skivvy' (10552 - 10364 BC) West Africa

Thespians- 'Seventh Belt' (11843 - 11762 BC) Amazon Basin

'Macbeth' (10969 - 10628 BC) North Asia

Major Waystations of the Virgin Era



¹Among English-speakers; they go by many other names. Waystation names in the Virgin are often double-entendres in various languages, to facilitate conversations about them via passwords.

Many of the Virgin's Societies are directly guarded by Exalted, who devote many centuries of their Ages to being ready to intervene. This guardianship can take many forms, from watching from a starship, to the cautious interventions of distant allies with native interests, such as the Five Brave Hunters [ppg. 48-50].

This also creates a sense of great safety and harmony in many of the Virgin Societies. While a broad generalization, it is widely understood that the leveller population is some of the least psychologically stressed of all the Societies. The progression of climactic change goes on unhalting, of course, and so level mankind's challenges continue, from the hand of Nature.

As the great ice sheets melt under a more temperate sun, once friendly seacoasts fall to greater flooding, and many Societies dependent on trade and farming along the oceans find themselves with unexpected hardships and reassessments. Thus while many early starts at agriculture are washed under the waves, hunter-gatherers in other parts of Eurasia are forced to reconsider their options as their low-lying hunting grounds also vanish.

And the population remains startlingly small. Leveller geneticists from the Aquarian cusp estimate that as few as 15,000 people are the common ancestors of all early Aquarians, and they are not far off the mark. But the population overall is actually much higher—some Societies and bloodlines simply do not survive the 14,000 years in between.

By the end of the Virgin Era, mankind is ready to start experimenting again in agriculture, animal domestication, and even metallurgy. There will be many false starts and stumbling, uneven advances across the Earth, but those are for the Eras farther Up. Here, humanity is given a kind of breather, to find its direction.

Since this Era's Societies are mostly beyond the scrutiny of the average spanner, we review a Society that hunts to one side of the rest. Since the name they use for themselves is forbidden to be recorded here, we refer to them only as the Grey Deer Men.

The Grey Deer Men (and other groups)

The Continuum recognizes that *Homo sapiens neanderthalensis* survives well into the Tauran Era. While the human population falls to meager levels after the Great As Not, by the Virgin Era there are several well-established Societies that are wholly or partially peopled by neanderthal man*. The Grey Deer Men are typical of several clans that range throughout Northern Europe in the late Libran and Virgin Eras. They live by hunting and gathering, and sometimes by practicing a kind of early agriculture: Planting trees as windbreaks to shield young plants, burning off the land to clear it of undesired vegetation, and some casual attempts at irrigation. Since game is plentiful, it is not considered necessary to develop these arts much further.

They are a nomadic people, although they have established caves which they occupy on a regular basis; there is an intricate system of propriety regarding which clans of nomads have legitimate right to use each cave, according to the seasons of the year and the clan's hereditary right over territory. (Though if a neander is alone, he will likely help a nearby group hunt.)

Early Virgin Era caves are intricately decorated, although a cave left uninhabited too long can revert to nature and need to be cleaned thoroughly before it is ready for habitation. The Grey Deer women perform this exercise, and have the governance of the skins, hangings, and ornaments that travel with the clan on its journeys and designate a given cave as "home".

Spanning neanders tend to divide corners into male and female. Male corners tend to take no permanent dwelling, being in essence, eternally on the hunt. Female corners are often more sedentary, but will usually have four or five different seasonal localities (depending on plant growth cycles, and sometimes bird and fish migrations).

The reason for the divided sexes is the Decision on Spanner Children [CONTINUUM, pg. 207]. Neanders are very careful not break this Societal taboo, since they know that farther Down, beyond Antedesertium, they can bear spanner children without upsetting anyone. They compare it to bird or fish mating grounds; but both sexes also indulge passions on the leveller locals, and this makes the name of the Era good for jokes back home.

Although they are neanderthal, they are to some degree more advanced than the level Piscean view of neanderthals. This dwindling species still has had the chance to evolve and develop finesse by the Libran Era, and they have ample ability to communicate and invent. They are not quite up to par with *Homo sapiens sapiens* in terms of intellectual, concrete thought; but they have other abilities which their artifacts do not reveal. In conversation, they have a

*Scientists at the Aquarian cusp put the extinction of *neanderthalensis* at about 26,000 BC, which is the time of the last great decline in their numbers.

deep sense of correspondence between one thing and another; one speaker will mention a thing, and another will immediately catch his reference to something apparently unrelated. This is the foundation of both teamwork in the hunt, and also a deeply subtle sense of humor. Members of their cousin species who have spent a great deal of Age with them have learned, slowly, to understand these correspondences. They are logical, but very subtle, and it takes a *sapiens sapiens* much cogitation to figure out a joke which a neanderthal gets immediately.

Grey Deer Men (Virgin Era)

population	12,000?
language	B'ho'o (boy'ho) among themselves; variant is used when speaking to spanners outside the group, so names listed here are translated
art	Paintings and mud sculptures designed to have the appearance of movement in firelight
dress & furnishings	Skins, tanned leather, with basic adaptation for footwear; harnesses of crocheted sinew
commerce	Self-sufficiency; most parleying is done putting together hunting parties, or tools there for
tech	Fire, cherts, bone needles and other basics; spearthrowers borrowed from nearby sapiens tribes
zeitgeist	Live and be happy; opportunities come from Beyond, and we must make the most of them when they fall to us
mores	Don't let your brothers down in the hunt; i.e. we judge each other by our actions and how we behave in crisis
enemies	Certain homo sapiens; large animal predators, including the lion
myth	God went hunting... (See text) The general belief that things are kept in the world only as long as they are useful, and don't break

Other large or influential clans in the area are the Red Cloud Men, the Smiling People, and the Night-Swallowers. They wax and wane in numbers and in influence throughout the late Libran Era; the Red Cloud Men, for instance, are known to be remarkably skillful tanners.

Most neander tribes have many myths about where men and animals came from, what wood and water are for. And most are smart enough to know that they don't know, and that these are stories told to hush children that ask questions that don't help. But there are some creation myths even adults take somewhat seriously, including the following:

God went hunting

God went hunting. And he took with him his bag which all hunters carry. And in the bag were the tools he needed for the hunt, and many possessions that he prized for good memory and good luck.

And he took his best spear, because he went to hunt a beast larger than any other.

At dawn he scented the beast, and found its spoor, and he followed its trail.

At noon saw the beast, and learned how to close in on it.

At sunset he caught up with the beast, and it fought God, and God killed it.

He dressed it, and he bundled it together on his back. But the kill was so large, he found he couldn't carry his belongings back home as well, so there were some things he chose to leave behind.

Among these things were the earth, and some of his tools, which you can see in the night sky, if you look.

'Five Brave Hunters'

This corner hunts and watches over the tribes north of the Fresh-Winding-River (Piscean Seine). Legends of them are known to the native levellers. Known to appear unexpectedly from time to time; known to walk the wind. When they appear, no words are exchanged. Sometimes one will catch prey that would otherwise escape, and make the kill; they will take a leg and leave the rest— This is considered a very good omen, as hunting parties are often successful directly after such an encounter.

They all come from different times, tribes and cultures. For example, Sotana's tattoos mean nothing to Gora Hu, but they would be very significant to Sotana's native level tribe.

portraits, pages 49 - 50

Don Diego Sanchez, (b. AD 1660)

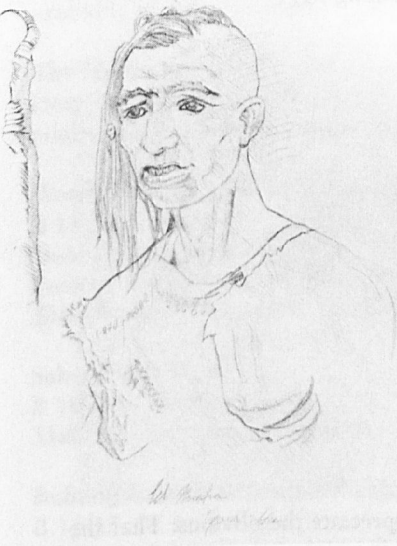
Selections from *Studies from the Silent Eon*, (Virgin Era)

pencil

held by the Scribal Waystation "Montgomery" in Iberia



Victor Beauregard Houston, (b. AD 1857)
About That Bird We Saw (11802 BC)
watercolour and hand-blown ochres
Collection of the Antiquarian Waystation "Eyeglass Case"
Virgin Era



Gora Hu

Gora Hu is striking in appearance because of his blue eyes and prominent lower lip; something vaguely angelic about his expression. He has a habit, which many level neanders seem to possess, of beginning a conversation in the middle. Known for having been wound-

ed by a bear when he was young; fact is, it's a very slight wound (long since healed away), too much was made of the incident, giving him the feeling that all his personal achievements were not entirely his.

Span 5 Frag 0 Fraternity Dreamers
B 8 M 6 Q 10

(Benefit Shift Sight)

Skills Dreaming G15 Melee Weapon (axe) G12
Melee Weapon (spear) G12 Observation G10
Survival (Forest) G10 Toughness M11

Sotana

Sotana is tall for his kind (5' 3"). He has tattoos all over his torso; long stripes; these are symbols of his sexual potency, and he claims the wind spirits send him mates from around time. His appearance seems very boastful and brash, but he is in fact very calculating.



Span 5 Frag 0 Fraternity Foxhorn

B 10 M 6 Q 8

Skills Dreaming M11 Melee Weapon (axe) G14
Melee Weapon (spear) G14 Observation G10
Survival (Forest) M9 Toughness M13

**Gos Poyikt**

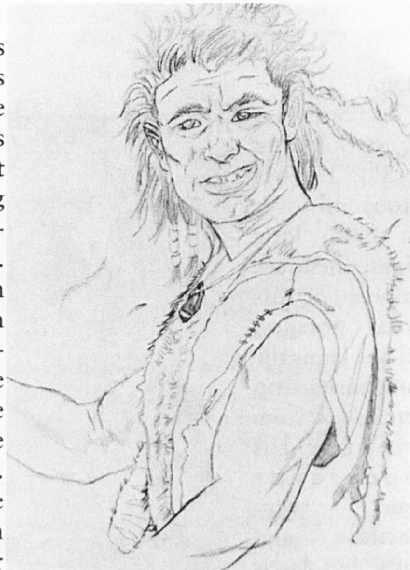
Toolmaker for his tribe; now is a toolmaker for his corner. While he is an Engineer, he doesn't consider himself a member of "engineers" so much as a "Weaponsmaker Fraternity". Prematurely grey as a result of a terrible experience in childhood he doesn't like to talk about.

Span 5 Frag 0 Fraternity Engineers
B 8 M 6 Q 8

Skills Dreaming M11 Engineering (Paleolithic) G10
Melee Weapon (axe) G12 Melee Weapon (spear) G13
Observation G11 Survival (Forest) G10 Toughness M11

Chirch Tiritchit

His name means 'tracks like the falcon' to his native tribe, but his hunting mates can barely pronounce it. They call him Chich, which refers to the bitter taste of some leaves in the mouth, but he doesn't care. He's still the best tracker in the world, as far as he knows, and being able to span means he can take up challenges like tracking birds and fish as the try to escape by flying or diving.



Span 5 Frag 0 Fraternity Foxhorn
B 7 M 6 Q 10

(Benefit Shift Sight)

Skills Dreaming M13 Melee Weapon (axe) G11
Melee Weapon (spear) G11 Observation G12
Survival (Forest) G11 Toughness G11

**M' r m b r**
[mur.em.bur']

He's the healer among them, and the one who can most easily pass as a *sapiens sapiens*— which has resulted in a strange habit. He sometimes takes jaunts Up to the Piscean and brings back objects he wants to try out on a hunt: trebuchets, hand

grenades, and once, a Gatling gun. This often results in annoyance from his fellow hunters, and has gotten them in trouble on occasion with other Exalted. But they seemed strangely forgiving of M'rmbur, since he prefers experimenting with medicines he knows to ones he can get from another time.

Span 5 Frag 0 Fraternity Physicians
B 7 M 7 Q 8

Skills Melee Weapon (spear) M11 Melee Weapon (axe) M11 Weaponry (Piscean) A8 Toughness M10
Survival (Forest) G12 Medicine (Late Neander) G11
Observation G11 Dreaming M11

Penat, a Grey Deer Woman

Penat is involved in much of the go-between with the Five Hunters and the levellers, especially for the Hunters' provisions, but she's not very happy with it. The local Thespian waystation at Icewash (near Piscean Denmark) is much more fun to visit than shuttling supplies to these men who little appreciate the obvious: That the bleeding-food they catch is less important than the grain staples she provides. Actually, M'rmbur the Physician usually agrees with her. He's all right.



Span 4 Frag 0 Fraternity Midwives
B 5 M 6 Q 7

Skills Acumen: Gather [M] G10 Dreaming G11
Medicine (Paleolithic Obstetrics) G10 Medicine (Pharmacology) G11 Melee Weapon (knife) M8
Observation G10 Survival (Forest) G10 Survival (Men) G13 Toughness G9

Trespassers

Narcissist intrusions are usually dealt with very severely; with the resources the Exalted bring to their watchfulness, most intruders can be dealt with before their plans reach the Virgin Era at all.

But many trespassers are merely spanners curious as to what the big secret is. Nothing could be more foolish on the part of spanners than to leave the safety of the waystations, many of which have all the comforts and/or all the period challenges a spanner could want.

AD 17th Century Raconteurs

A typical bunch of Pisceans, they are often drunk and see wide "empty" spaces in Nature as their private open sportsground— It's not that they haven't been fully warned, they're just clueless out here. Local guardians of the Era are known for giving idiot trespassers one very real warning, usually by causing a serious injury to the extremity of one of the curious thrillseekers, and little else. If the trespassers angrily persist, they are killed.

Parties of 4-13 (d10 + 3) in number

Span 4 Frag 0 Fraternity various, usually Foxhorn
B 9 M 5 Q 7

Skills Dreaming M10 Firearms (flintlock pistol) G9 Hypnosis G9 Language (various Modern European) M8 Melee Weapon (rapier) G13 Observation (before impairments) M8 Several other Piscean Skills that probably won't save them.

The Hunted

Here we present some stats for various critters you might enjoy hunting— even to extinction!

Woolly Mammoth (Northeast Asia, North America)

B 19 M 2 Q 3

Hide is equivalent of Armor 1 (C^oNTINUUM pg. 27), Prehensile trunk with two finger-like appendages.

Skillc Natural weaponry Tusks U+4, +72" reach

Saber-tooth Tiger

B 10 M 1 Q 5

Skills Natural weaponry Claws, U+2; Bite U+3

Bulldog Bear (Western North America)

B 12-15 M 1 Q 5

It has exceptionally long legs adapted to swift pursuit of prey; very fierce and predatory. Largest bear to ever have lived.

Skills Natural weaponry Claws U+2, 24" reach; Bite U+3

Lion (Europe, Asia & Africa)

B 10-12 M 1 Q 5

Skills Natural weaponry Claws U+2; Bite U+2

Wild Boar/Warthog (Europe & Asia)

B 5 M 1 Q 3

Skill Natural weaponry Tusks U+1

Wild Chicken (Southeast Asia)

B 1 M 1 Q 5

Skill Athletics (running) J3

Victor Beauregard Houston, (b. AD 1857)
Pausing Over Atlantis (11799 BC)
watercolour and hand-blown ochres
Collection of the Antiquarian Waystation "Eyeglass Case"
Virgin Era





An Ice Age retreats, and mankind is ready to respond. The millennia of hunting, gathering, and minimal domestication give way to a new phase of the Agricultural Revolution, with communities able to gather goods, liberating individuals to seek new achievements.

The earliest recorded battle between two groups of warriors is commemorated by painting made in Ullalalun, (Piscean Australia) in 9987 BC. While significant, this fight was more akin to two herds of antelope sparring than two armies out to annihilate one another.

Mankind, of course, fights among his own kind before and since the Leonid. But the Leonid is an Era where an individual is greatly rewarded, admired, and obeyed because of his brilliance. The application of Man's intelligence to fighting his own kind begins the separation of warfare culture from that of the hunt.

The unsung gem of Maihur Riki, sitting at the center of the commerce of the continent, only to succumb to its own good fortune— climactic change would improve the lots of nearly all mankind, including the Oyo'tu, but they would be forced to abandon their great northern town. Trade and trade routes stretching across long reaches of land, rather than along rivers or coasts, become commonplace. Pottery of any kind is still a rare insight, but weaving and basketry are much more developed— bags and baskets allow for meaningful transport and consistent assessment in trade.

Leonid

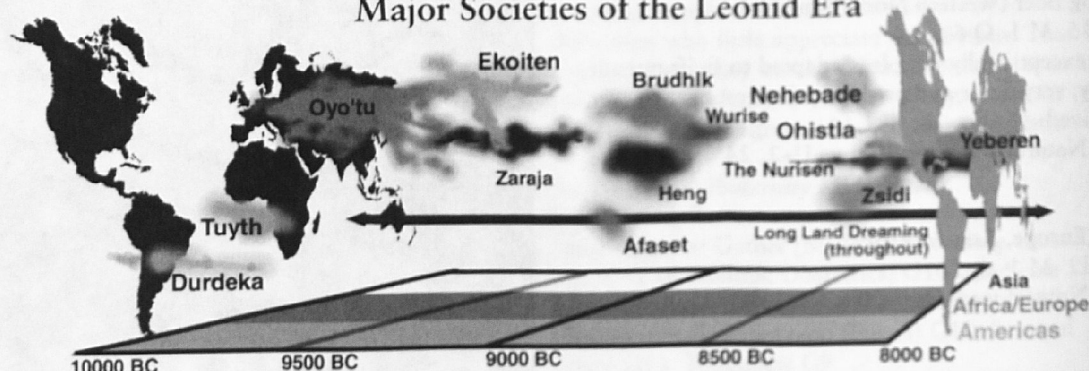
10000 - 8000 BC

Cf. C^oNTINUUM, pg. 207

Main Fraternal Corners and Activities:

- Antiquarians- 'Nuruch Heng' (9436 - 8976 BC) Heng 'Gret' (9153 - 8832 BC) Wurise - Both corners involved in the evolution of inheritance patterns
- Dreamers- 'Long Land Dreaming' (throughout) Australia
- Engineers- 'Zedabek' (10172 - 9776 BC) Durdeka 'Thiss Tered Aga' (8408 - 7790 BC) The Nurisen - Short-lived strides in river barges
- Foxhorn- 'Nuen Djaret' (9824 - 9399 BC) Zaraja [Central Asia] 'Thrn ghedl' (9014 - 8785 BC) Brudhik [Central Europe] - Both excellent places for learning to hunt
- Midwives- 'Seras' (9348 - 8978 BC) and 'Kejaweni' (8321 - 7972 BC) Yeberen [Asia Minor] A couple bits of the genome fall away
- Moneychangers- 'Cheik Utba'e' (10072 - 9966 BC) Maihur Riki - Brilliant insights into commerce 'Gurhuen' (8392 - 7806 BC) The Nurisen
- Physicians- 'Mraiset Jet'th' (10849 - 9881 BC) Mraiset 'Hireaunkh' (9869 - 9723 BC) Hireaunkh forest - Has medicinal herbs unique in this Era
- Quicker- 'Mref Kafa' (9154 - 8923 BC) Afaset 'Zsidi nhi' (8348 - 8033 BC) Zsidi - Those are no natural meteor bombardments.
- Scribes- 'Kare'i Tudu'eyi' (9844 - 9686 BC) Oyo'tu village of No'pa'a - Source of some of the most evocative art of the Era 'Eithechtheikya' (8516 - 8114 BC)
- Thespians- 'Phle'chea' (9308 - 8955 BC) Ibrag's tribes - Some of the best hunt reenactments anywhen 'Hu Nar' (8873 - 8712 BC) Brudhik - Fire dancing

Major Societies of the Leonid Era

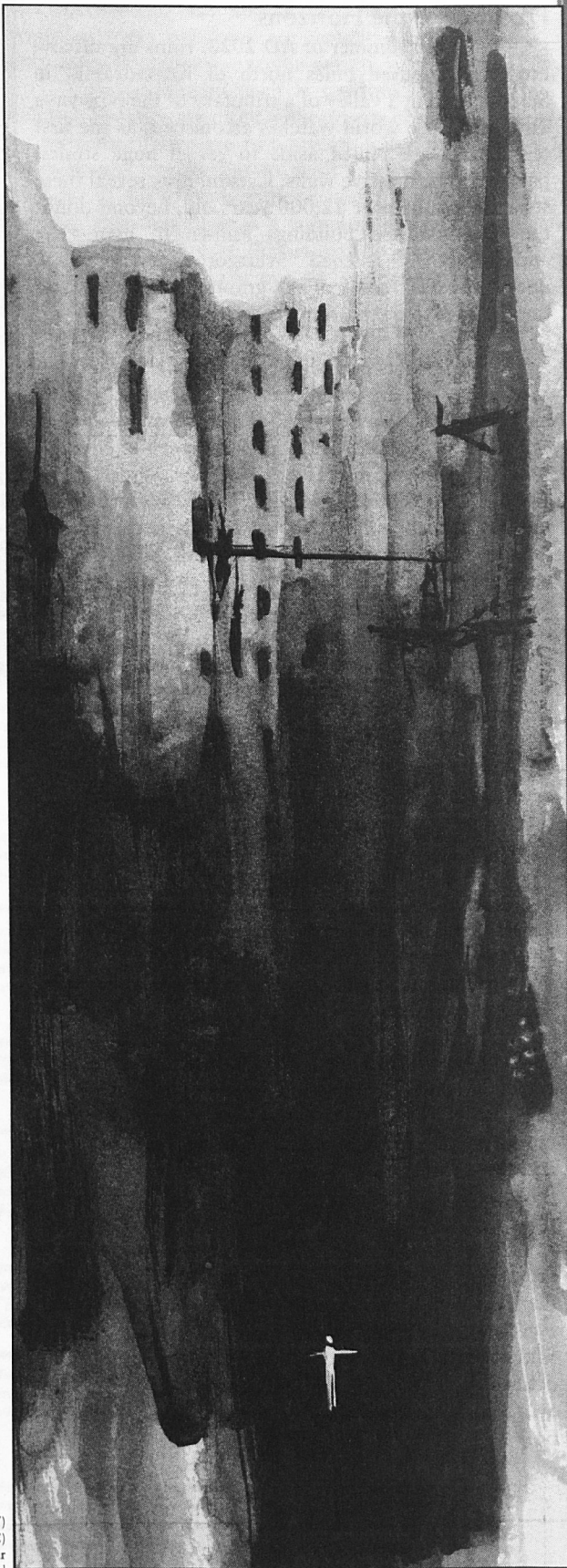


Trade in the Leonid actually helps define cultural identity as much as war. Gathering places become defined as the place of exchange, and are expected to be consistent among all parties. These places, in turn, become sources of wealth and prestige as much as any hunting ground, and come to be defended, and in some cases, even fortified with low berms.

By the 9130s, each Spring the weather-sages of Afaset [Southern Europe] take up the task of prognosticating the trading success of the coming year. While the leveller predictions are statistically unremarkable, the prosperity of Afaset leads the surrounding peoples to believe the sages are responsible, and so seek their advice. Since Afaset is also run throughout 9140 - 9030 BC by brilliant innovative warrior chiefs, any retaliation for the sages manipulating trades is also dealt with successfully.

While the lesson of might-makes-right is most clear in the vicinity of Afaset, the next 1000 years defines warfare until Aquarian Era: the best warrior deciding when and where the other warriors will fight. The adaptation from Hunt to War takes place in the many, repeated occasions that a *best* warrior stands forth to direct the combat.⁸ [See Obligatory Gamemaster Weapons Page, pg. 32.]

Subsistence farming is actually widely known across the world by 9000 BC, but the practice comes slowly, and perfection is not pursued. The villages of Nehebade [North American Pacific coast, 8304 - 8166 BC] remain linked due to the new coastline, not the incautious attempts to raise grain in the interior. Many cultures even abandon horticulture in times when game is plenty, and struggle to regain the idea after a generation or two of disuse. (The Nurisen [Central India, 8651 - 7956 BC] are the best example of this, having to rediscover barley from their neighbors three times in 120 years.) Added to this problem is the growing sophistication of war tactics, without the foresight to plan beyond capturing one season's harvest. Harvest cults develop late in the Era (notably Yeberen's cult of the twenty-thousand goddesses, beginning 8170s) partially as the need to retain agricultural information becomes more vital.



Victor Beauregard Houston, (b. AD 1857)
Men of Stone, (9871 BC)
watercolour
Collection of Elian Hoan, Hollywood

Artwork © 2000 Drew Tucker

⁸Of course, all Eras' warfare tactics are borrowed heavily by Antedesertium; spanners should be unsurprised at the sophistication of the weapons and tactics of the Sagittarian and Scorpiod.

Maihur Riki (10112 - 9667 BC)**Promises of the Horizons**

In the summer of AD 2023, ruins are discovered five hundred miles north of Krasnoyarsk, in Siberia, deep in a valley of a tributary of the Niznyaya Tunguska. The world watches astonished, as the first few blocks are pulled aside to reveal huge stones, paved streets, massive walls. Carbon tests reveal these structures to be over 12,000 years old, beyond doubt the oldest storied buildings known to man. The ancient city is christened "Svartgorod" by the press, due to the dark color of the granite. Spanners know these stones to be the ruins of Maihur Riki.

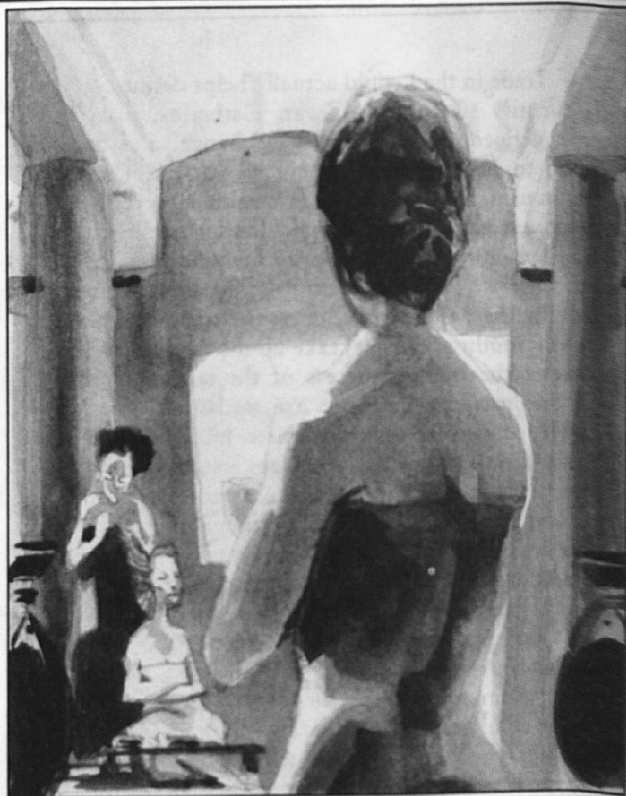
The roots of Maihur Riki lie well within the Virgin Era, and are secret; but logic suggests that they may be descendants of the Tuluk-edsh and southern agriculturalists, and are taking advantage of the rich soils left by the drain-off of a great lake, as well as the global increase in temperature. By the early Leonid, the city is well established, and holds unquestioned sway over most of the central continent. With trading partners as distant as the Urdekohn and Gai, it eventually has four major satellite cities, one of which (Djeierai'oeta) swells with an increase of population, as it takes over the new trade routes. Towns that are founded on this site at the end of the Era eventually become Jericho.

The population of Maihur Riki and its dominions call themselves Oyo'tu. The Scribes have determined that this is a reference to a familiar spirit that was once believed to haunt the royal line. However, this is forgotten by most of the population.

Maihur Riki develops a very tightly organized government and caste system, ruled by hereditary monarchs who also serve as priests. The Societal Greatest Game determines that their faith is in the main genuine, and not simply a structure to sanctify their government.

Young girls are given two governesses to guide them through their early years. One is always warm and comforting, a helpful friend to whom they can run for guidance and comfort. The other maintains a more distant pose, although she is always present; the girl is advised to fear her. The people believe this develops prudence and balance in a woman's thinking.

Physically, the Oyo'tu are of moderate height, averaging 5'6" for men and 5'4" for women. Many of them are redhaired, varying to blond or light brown; eye color also tends to be light. The typical Maihur Riki face is broad and square-jawed, with heavily defined epicanthic folds and the outside corners of the eyes sloping down. However, there is plenty of variation.



Victor Beauregard Houston, (b. AD 1857)
Fates (AD 1927)
watercolour
private collection

Many things will be familiar to a Piscean visitor. Maihur Riki has a distribution of goods that is highly reminiscent of the Mid- to Late Piscean, with shops selling goods that are produced in (hand) factories and workshops. There is even the earliest Societal currency— parchment skin discs punched with the seals of a master of metal workers, and a master of looms— and its valuation remains stable for over 100 years (10072 - 9966 BC).

The complicated caste system, however, is completely unlike anything in the Late Piscean Era. It has less to do with rank, than with what spirits are expected to watch over one. It is comparable to the way horoscope devotees regard one's zodiacal symbol, except that it is common to a family rather than an individual. Moreover, a family can change their spirit-caste, by carefully adjusting the influences at work in their lives over to things that belong properly to another spirit-caste. A family belonging to the caste of Rhovesh the Enhancer, for instance, could opt to change their caste if they have had a streak of bad luck. Marriages could be arranged with members of another targeted caste, households could be moved to a region dedicated to the target caste, and other elements of life could be similarly arranged; until the target caste dominates the family more than Rhovesh. Then the family could declare itself members of the new caste; perhaps Pritshas, the spirit of thunder, or Suruk, the spirit who moves the blood through the heart. There are about eight common castes, and four or five more that are less frequently seen.

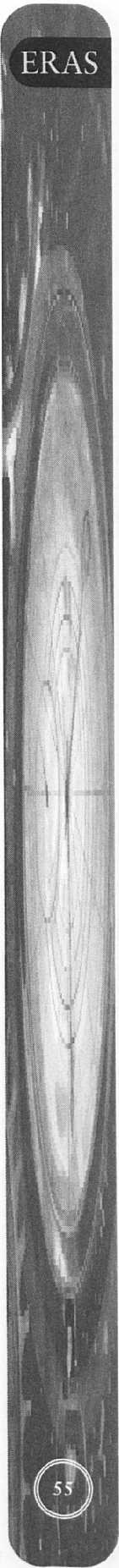
'Eyo Ueiruh Reiruh' ['Hard Climb Penthouse']
Maihur Riki Novice Corner
9952 - 9899 BC

This corner's name pokes fun at the fact that unlike other top-floor dwellings in this crowded city, the residents of this corner do not really need to climb six flights of stairs to go in and out. In this city of narrow streets and large buildings, top-floor dwellings are less attractive as real estate than the more easily accessible, less draughty dwellings on the first, second and third storeys. The corner occupies the sixth and topmost floor of a large apartment house at one side of the Keirzein marketplace, in which stands a tall statue of a priest-king, and a pleasant garden in summer. The buildings to left and right of it are a storey

lower, giving the corner a good view of the distant hills to north and east, and of the palace to the west. However, these windows are usually kept covered with heavy hangings due to the wind.

The apartment itself is spacious, with three common rooms, and about eight private chambers for the residents. There are two private toilet chambers, although one usually has to flush a couple of times (pull-chain) due to the high floor; and hot tap water is not available, but there is a common device to heat water over the fireplace that is really very simple to use. The bathtub is kept not six feet from the fireplace; it is shielded by curtains, for warmth as well as modesty, but the bather is considered to still be in the living room and is expected to keep pace with the conversation.

Oyo'tu	10,400 BC	10,000 BC	9700 BC
	(Virgin Era data reviewed by Scribal censors)		
population	25,000	115,000 (12,500 in Maihur Riki)	387,000 (3200 in Maihur Riki)
language	Dhari; some speakers of Chora among the southern villages	Jorai'ye, an evolution of Chora, throughout settled areas. Rural speakers have varying dialects.	Joraie, in the process of becoming a simplified trade language
art	Baiak Angular Style well established. Initial examples of the spirit box date from this period. Small statues in abundance.	Much sophistication; numerous artistic styles are accepted, with revered artists practicing in each style.	Softer tones and curves dominate, especially among coastal emigres
dress & furnishings	Loose woolen robes, mostly home-spun. Furs are worn in winter, but decorate walls year-round.	Woolen and fur garments manufactured, with some exported. Lavish jewelry among both men and women.	Furnishings tend to be spare; most families considering mobility don't wish to make or own anything too large or heavy
commerce	Furs are traded for foreign goods, especially minerals and fruit.	Vast network of trade. Maihur Riki controls east-west trade route through Eurasia. All contemporary sheep caravans pass through.	Most have moved south, or are in the process of doing so. Maihur Riki is no more than a fringe border fur trading town
tech	Bronze Age technology, simple agriculture and rudimentary sheep herding.	Early urban economy, with construction highly developed; ingenious lithic/bronze plumbing.	All irrigation attempts abandoned; some advances in snare trapping
zeitgeist	"Priest-chiefs dominate their subjects in the towns. People believe their rulers are divine." —Scribal report, c. 10,300 BC	No matter how far from Maihur Riki you travel, the people have heard of us, and welcome us. But who would want to live elsewhere?	The Oyo'tu have relations living among many peoples today, and sometimes this can be an advantage in trade or translation.
mores	Monogamous marriage; family greatly valued. Social rules considered a defense against unpredictable disaster.	Families need direction, and children must either follow the ways of father and spirit, or decisively enter a life's vocation by age eight.	You really never know what spirits are driving some of these foreigners.
enemies	Nomad Tribes of Hebit-Hulu, from southern hills, stage frequent raiding parties. Eventually subsumed into the greater population.	Most opponents are greatly removed in distance, such as the Aelegat, or are minor trade rivals	The Egar pillaged Maihur Riki thirty years ago, and insulted us by saying that nothing we own is useful. But they may be back.
myth	"Polytheism and animistic beliefs, organized into complex cosmology under leadership of priest-chiefs." —Scribal report, c. 10,300 BC	The spirits sometimes see us much as we see trade tokens. Very valuable, moreso for allowing choice to inform and warm a cold world.	Our ancestors did not know how to contain their thirst, and so an old spirit of water went without. He took the lakes away in revenge.



Visitors are warmly welcomed; should the Oyo'tu spanners find out they are Late Piscean, they will be questioned on the things they have heard tales of: Airplanes, moon landings, the internet, and Marlei'in Monro'i the actress that everyone says is so hot. Naturally, since visitors will not be allowed to see any Span Ones, this penthouse is full of Span Twos.

Olchur'e KebeL, mentor

Olchur'e is normally only encountered inside the apartment itself; the levellers believe he is usually far afield being a merchant, or when at home, living with his unusual cadre of co-residents (the Span 1 juniors, elsewhere in town). Being the mentor, he is spending more of his Age with the Ones than the Twos, but always comes over when there are curious travellers, especially Pisceans. He spends his level time selling small bronze objects abroad, mostly trinkets, during his tenure over the corner. Larger bronze objects are forbidden from export, due to the concern that they should be made into weapons...

Span 3 Frag 0 Fraternity Antiquarians

B 4 M 5 Q 8

Benefit Aptitude: Swindle

Skills Bureaucracy (Maihur Riki) G9 Dreaming M11 Engineering (Early Bronze) G9 Hypnosis G12 Melee Weapon (bronze-headed club) M7 Observation G11 Survival (Leonid Era Forest) M7 Swindle G14

Koios Tar'e

Koios is a garment worker; most recently he has been employed at a factory that makes the long turtleneck-like knit undergarments that both sexes wear. The ability to knit wool is a skill that Maihur Riki perfects early in its development; Koios is very skilled, and is working with a team that makes the distinctive red and blue pattern that is allied with the spirit Rhovesh the Enhancer.

Koios doesn't span far; he is in love with a leveller girl of good family. Normally his chances would be slim, since Maihur Riki society is fairly static. But he is working carefully to optimize his chances, and create what social mobility he can. At Span Two, he is aware that he does marry her, although his elder will not tell him how far in his Yet this is.

Span 2 Frag 0 Fraternity Engineers

B 5 M 4 Q 6

Benefit Lucky

Skills Art: Garment Work (Oyo'tu) M7 Dreaming A7 Etiquette (Maihur Riki) M7 Melee Weapon (bronze-headed club) J7

Bu'u Sidchelos

Bu'u is a heavy-set woman in her 40's, with brownish hair; she usually walks as though her feet hurt her. Childbirth is her specialty, although she has few leanings to the Midwives' Fraternity. She conducts a level practice in an adjacent street, with two other leveller doctors.

She left her husband when she became a spanner, although the relationship is friendly and she still spans to see him sometimes. He owns a sheep pen a few miles outside the city.

Span 2 Frag 0 Fraternity Physicians

B 4 M 5 Q 5

Benefit Perceptive

Skills Animal Handling: Sheep J7 Dreaming M8 Medicine (Maihur Riki) G10 Medicine (Early Aquarian Era) M8 Melee Weapon (bronze knife) J6 Observation M8

Elai Ho'i

Elai is a handsome young man with long red hair and a lean, athletic build. He is the son of a prominent family, and has a certain degree of responsibility attached to his position in society. He joined the Thespians, because he loves to act; he is quite a cutup around the corner, and is known for his outrageous sense of humor.

He has a fascination with sailing, something which gets progressively more difficult to do as the great lake near Maihur Riki recedes. It is commonly acknowledged that at Span Four, Elai possesses a sportscar and drives it liberally around the late Piscean world.

Span 2 Frag 0 Fraternity Thespians

B 5 M 5 Q 6

Benefit Extraordinary Beauty

Skills Art (Acting) M9 Melee Weapon (bronze weapon) J7 Modern English J7 Modern Hindi J7 Observation M8 Sailing [B]M8

Sudre'xe Cheliech

Sudre'xe is very young for a Span Two. He came to the Continuum early in life; he spent his childhood as a shepherd in the fields beyond the city, and noticed visitors spanning in and out frequently. He eventually asked the spanners what they were doing, and was Invited to Dance. At Span Two, Sudrexe has yet to choose his Fraternity, but expects to soon.

Note that Sudre'xe's position as a shepherd is significantly lower than Bu'u's husband the sheep rancher. The wool industry is big business in Maihur Riki.

Span 2 Frag 0 Fraternity n/a

B 6 M 5 Q 5

Benefit Photographic Memory

Skills Animal Handling: Sheep G9 Art: Weaving J7 Dreaming M8 Engineering (Early Bronze) J7 Melee Weapon (staff) M9

Yut Bocha

Yut is a sewer worker; fortunately the city maintains facilities for the workers to wash in before they leave work, so he usually doesn't bring bad smells back to the corner. Due to the importance of this labor, sewer workers in Maihur Riki are actually fairly respected; the job is half shoveling, and half city planning, and if Yut tells the city elders that a channel needs to be expanded, he is given the manpower to do it.

Yut is a large man with red hair and a beard he is always swearing to shave off. Sometimes he has. It should be noted that Yut knows more about the physical layout of the city, and how to get around quickly and discreetly, than just about anyone. He also knows Sudre'xe has joining the Engineers in his Yet.

Span 2 Frag 0 Fraternity Dreamers

B 6 M 5 Q 5

Benefit Connections

Skills Bureaucracy (Maihur Riki) M8 Dreaming G10 Engineering (Maihur Riki) G9 Melee Weapon (shovel) G10 Observation M8

Kilei Keiol

Kilei is a young noblewoman, a close cousin of a priest-king. She is deeply devoted to her father, and will go through with a level marriage to please him.

As a Foxhorn, she is uncommonly good at infiltration, and has managed to infiltrate Maihur Riki society at many levels of its development. Yut has warned her that the god of sleep envies her ability to kill enemies and sleep without remorse, and will take his due; she has no clearer warning that sleepspanning is awaiting in her Yet.

Span 2 Frag 0 Fraternity Foxhorn

B 3 M 5 Q 7

Benefits Wealthy, Sharp Reflexes

Limit Sleepwalker

Skills Melee Weapon (stone-headed axe) M6 Melee Weapon (copper & bronze knives) G7 Thrown Weapon (copper & bronze knives) G8 Stealth (Neolithic settlements) G12 Bureaucracy (Maihur Riki) G9 Etiquette (Maihur Riki nobility) G9

Enemies

Oion Keiolo

Oion is a second cousin of Kilei, somewhat less closely related to the priest-king.

Oio is nearly Invited in 9931 BC as the result of discovering Akala Bira, a spanner from Tauran Africa, in bed asleep with his wife. Akala panics and flees the scene; Oion clearly saw the man span out, though Oion's wife did not. The corner mobilizes to help rectify the situation. Kilei, motivated by family loyalty, intercedes with the Continuum on behalf of her cousin, allowing him to return to his normal activities after a complete memory purge.

However, the narcissists find him. Oion becomes a devoted acolyte of Antedesertium, believing that its disciplines will lead him, with patience, to the wealth and power that he did not quite achieve in level existence. He keeps his wife, to maintain the illusion that he has truly forgotten about her adultery; but he treats her badly, and lives apart from her, in a dark second-story apartment in an unpretentious part of town. This is where he pursues his studies into interdimensional physics, with the help of several volumes brought for him from other times.

Span 3 Frag 1

B 4 M 7 Q 9

Benefit Connections

Skills Bureaucracy (Maihur Riki) M10 Etiquette (Maihur Riki nobility) M10 Latin J9 Modern English M10 Physics G11 Vayana M10 Melee Weapon (copper & bronze knives) M7 Stealth (Neolithic settlements) M12

Raiu the Virgin

Raiu the Virgin is one of the many spirits which the Oyo'tu believe guide them through everyday life. She is supposed to be a lovely young girl who appears to rescue sheep who are in trouble from disease or accident; she will sometimes rescue sheep from slaughter if they are especially pleasing to her. There are some legends of her resurrecting lambs from the dinner table. As a spirit, she is also associated with wine and with certain stars.

Raiu is an innocent shepherdess who is approached by a narcissist, who makes a crasher of her, and leaves without preparing her. Raiu knew she was named for Raiu the Virgin, and finds that she can perform many of the works for which the spirit was known. At first she rejoices at being able to intercede and help the sheep that she loved.

Obviously, the act of constantly interceding causes her to build up more and more Frag. She avoids human contact, because her somewhat translucent appearance frightens people. Her acts are unusually difficult for the Continuum to handle; since her deeds are done in lonely fields with no other humans directly involved, they can have vast networks of repercussions in order for Continuum spanners to be able trace the as/as nots and repair them.

The real challenge, according to the Scribes, is finding the narcissist responsible for creating Raiu. The suggestion that the Piscean nursery rhyme of "Little Bo Peep" holds clues to this mystery means this crasher-maker attains considerable Span.

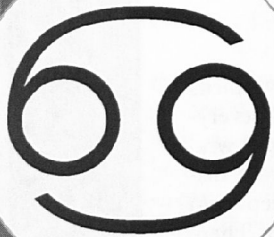
Span 2 Frag 6+

B 2 M 3 Q 7

Benefit Species Affinity: Sheep

Skills Animal Handling (Sheep) G9 Melee Weapon (staff) A3 Stealth (woods & plains) G12

ERAS



The vanished ice has left many lands drowned, and strange changes like the greening of the Sahara are seen. Elsewhere, unrefined agriculture has spelled disaster, and hard choices begin to be made. Some return to the hunt, while others seek a kind of subtle revenge on the Sun itself.

The Hunt of the Sun [C^oNTINUUM, pg. 208] develops as the paths between continents become easier to tread even as their coastlines ironically draw farther apart. Also the Hunt succeeds in a secondary objective: Bringing greenery, for a time, back to north Africa, and the subtle alterations in weather elsewhere that that presumes.

The greening of North Africa presents its own threat: Invasions an even casual visits from the malcontents of Antedesertium.

The Measuring Cultures of the North* (Lenhoan, Ekrig, Uen Tae, and Yidn) are not the first to employ astronomy to better themselves. But they are the first of the Societies to share information on a global scale. Their motivations were originally independent efforts to calculate animal migrations, since the more efficient tools and techniques of Late Neolithic allowed for large capture during short hunting season. The migratory routes of various fish and game species brought these Societies into contact, and a small measure of cooperation grew out of maintaining the wild herds for use by distant neighbors.

The Measuring Culture are also the ones that develop methods of curing and storing meats and grains that allow for longer distance trade in prepared food. Pottery becomes a standard of storage and trade beginning in the 6850s. Before this, the most widespread method of storage is in large sheds and trans-

Cancerean

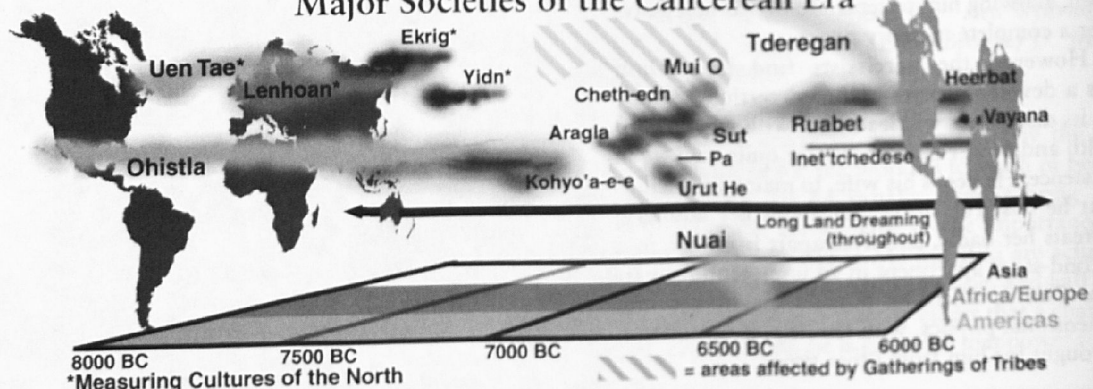
8000 - 6000 BC

Cf. C^oNTINUUM, pg. 208

Main Fraternal Corners and Activities:

- Antiquarians-** 'Dheesra Yalpaht' (6534 - 6312 BC)
Heerbat [Central Asia] Incredible, huge sculptures and beautiful weapons of ivory and bone
- Dreamers-** *Long Land Dreaming*, Australia (throughout)
'Geren' (6951 - 6821 BC) Urut He [South Asia]
Local levellers spend most of their day asleep
- Engineers-** 'E'yt Turem' (6648 - 6432 BC) Inet'tchedese
- Monitoring attempts to improve building materials
'Befewa' (7006 - 6847 BC) Sut [Eastern Europe] -
Optics discovered accidentally, and puts the Sut briefly ahead of their neighbors
- Foxhorn-** 'Yed dal-heht' (7644 - 7235 BC) Keeping the attacks from the mountain-people into the Indus valley occurring on schedule
'Fene-feleen' (6766 - 6497 BC) Ruabet - Best axes!
- Midwives-** 'Ernu Ga-re-lash' (7129 - 6984 BC)
Cheth-edn - [West Asia] Studying fertility cults and selective grainseed production
'Iy' (6839 - 6754 BC) Mui O - Early village-sanctioned infanticides
- Moneychangers-** 'Ede Tre'idt' (7811 - 7750 BC)
Guarding silver & gold mining in Africa
- Physicians-** 'Mreten' (7841 - 7532 BC) Uen Tae - Unique surgical techniques involving tools made of ice
- Quicker-** 'Mut Haat' (7529 - 7218 BC) Lake Region - busy with foiling preemptive strikes from Vielavayan;
- Scribes-** 'Yasdge' (6532 - 6086 BC) Tderegán - Unique oral histories stretching back to tales of Asia
- Thespians-** 'Kwi-yche' (8026 - 7754 BC) Kohyo'a-e-e - [SE Asia] Very active leveller culture unafraid to explore the many shades and meanings of human life and death.

Major Societies of the Cancerean Era



*So named originally by Thevera of Vielavayan, writing in 5903 BC.

port is effected in bags, and the occasional small box.

The oldest cloth that Piscean archaeologists discover is at Gigridaha on the Tigris (Cayanu, Turkey). It was made on the looms of the Rabrigru household, Aragla, in 7008 BC. The Scribes accept this date as the earliest from which records written on soft materials are allowed to levelly survive into the Aquarian, i.e. 9000 years.

But already the success of an earlier culture survives generations to become legend to a later one. By 6900 BC, most Eurasian Societies have folklore of mighty giants or deities who could rearrange the sun and stars, and once lived in the north. While the achievements of the Measuring Cultures were neither so magnificent nor as sustained, it ultimately provided the impetus for Idnm the Journeyer, an astronomer and son of a headman of the Wlga, to recreate this mythic 'golden age'.

The moment was also right for such a journey to reap success. A minor meteor collision in 6947 BC leaves the Northern Hemisphere unusually dark and cold for decades, and tensions among neighbors grows as food sources dwindle. Armed with legends of the ancient giants, Idnm began a concerted hunt for the Sun itself. He convinces many leveller cultures that since the Sun moves, and was once contained by the giants, so it must come to rest somewhere every day.

From this widespread faith comes the Gatherings of All Tribes (beginning in 6927 BC) and plans are laid to capture the Sun itself for use by man. It is pursued with deadly seriousness, and becomes the obsession of dozens of generations in over three hundred Societies. While the goal is naturally not achieved, the pursuit of it leads to a sophisticated, intercontinental and intercultural project that maps the inhabited world.

Needless to say, this benefits trade and the consolidation of disparate elements of knowledge, heralding the end of Stone Age culture everywhere the Hunt of the Sun reaches. This high degree of communication and technical cooperation is also one of the major origins of the ancestral language of Eurasiatic¹⁰, a precursor of Protoindoeuropean. Narcissists are fond of targeting many of the Gatherings, as they are pivotal in the development of the Societies—and they hijack the Hunt itself to suit their own purposes. [See also Vielavayan, ppg. 66-69, and C^oNTINUUM, pg. 208.]

Inet'tchedese (Catal Huyuk in Asia Minor) is an early defensive city (founded 6732 BC). Houses are clustered around and atop one another with no streets between. Inet'tchedese maintains its lion cult; its agricultural base is protected by large domesticated cats, until 6682 BC.

Late in the Era, the Tderegann begin to organize their network of villages along the Dua (Pacific North American coast). They spread out from three valleys along the Idnen (Rockies), overwhelming more ancient neighboring tribes. Strong agricultural trade makes their neighbors dependent; threats to cut off supplies of their rich cultivations brings many

under Tderegann oligarchical rule. This efficient Society is under pressure from the Sun Hunters from its very beginning, and loyal spanners native to Tderegann are constantly working to thwart narcissist abuses.

And this is the general state of mind among Continuum spanners at the Geminid cusp, as they prepare for the attacks and counterattacks of the war with Vielavayan.

Ohistla Peoples (8375 - 7091 BC) Riding Ghosts Into the Air

The forebears of the Ohistla Peoples emigrated over the Urchur, or Rock Lands (Piscean Bering Strait), and settled in the then-verdant land of Ohistlau (Piscean Mexico). Their cities do not reach the size and majesty of the later Aztec and Maya cultures, but they do have a richness of decoration and detail. The Ohistla are a very sophisticated people, with a great love of art and music; the long journey across the strait, still alluded to in their myths, has enriched them.

In the cities (Kohol, Tsrul, and the smaller mountain town of Hehang Bei) they live in large houses with many rooms, built either of wood or mud brick. Rural Ohistla live in smaller houses, or in caves that have been hollowed out over many generations, painted richly, and made very comfortable.

Tools are made of bone or copper, richly worked and inlaid with turquoise and tortoise shell. Silver and gold are used primarily for ornaments, including lavish portable wall ornaments that are made of carefully worked tiles of beaten metal. In the early years of the Ohistla (8300s BC), these have great spiritual significance, being the depiction of the people's history; but in later generations (8100s BC into the Cancerean era), they are regarded primarily as ornament.

They call themselves *peoples*, because they feel ghosts do not tolerate a tighter order than the bonds of families and general daily commerce amongst them. Life is considered strange, and unpredictable, but death is more predictable. Hence, Ohistla never take life or its many trials and pleasures for granted, but the dead are cared for very carefully, through cremation and scattering from the prayer-balloons.

People have names, most ghosts do not—but they have elements they use or respond to instead of names.

For instance, fire ghosts keep fire in motion, but also allow it to rage out of control. Ghosts also explain breezes, or even forgetfulness: "That moved, probably a ghost moved it." The wind and sea are full of the wrath and passion of ghosts: People are only really safe on land.

¹⁰See esp. Joseph Greenberg, *Indo-European and its Closest Relatives: The Eurasiatic Language Family*, AD 2000.

But ballooning is a skill many Ohistla between 7610 - 7392 BC take up, simply to answer the ancient impulse to fly¹¹. Minor innovations in construct allow for some adjustments, but it is never a completely reliable method of transport. The Ohistla balloon primarily because it is a thrilling experience amidst a grey, ghost-filled world.

A hierarchy of monks develop to explain and cater to ghostly needs, and to intercede. Ohistla monks labor in the fields like anyone else, but have special buildings set aside so as to keep their ghostly contamination charitably apart from the rest of society.

Four primary orders of monk develop by the 7850s BC:

Ghostchasers traditionally are the only ones allowed to launch lighter-than-air balloons, but after the 7490s BC, many households launch their own balloons. They are charged with shooing ghosts that are causing too much trouble for the community at large. A repeated vocal signal used by this order to hail balloons is not only easy to recognize against the backdrop of natural sounds, it also chases ghosts.

Ghostfleers take on the burdens that ghosts demand if a family has too many ghosts harassing it. These monks make a point of being chased out of or around houses that are overly burdened. After the 7330s BC, this order degenerates into a kind of travelling jester caste, and are taken much less seriously.

Ohistla	8100 BC	7400 BC	7100 BC
<i>population</i>	156,500	296,000	2400 (remaining and not gone to other nations)
<i>language</i>	Obo (an evolution from Yiodobo of the initial migrants)	Obor	Late Obor
<i>art</i>	Frequent use of triangle motif, flanked by parallel lines; development of an outline style, emulating shapes in nature	Most natural forms have disappeared in design, as it is said to confuse ghosts	Forms degrade into mere functionality
<i>dress & furnishings</i>	Horsehide, some small woven articles for clothes	Long woven skirts for both sexes; bronze-decorated bison capes in cold weather. Most homes have elaborate stone hearths	Odd rags, even straw, for clothes. The old towns stand empty, their bricks used to repair the tiny, remaining farms.
<i>commerce</i>	Trade with local network of farms	Steady trade among the cities; harvest time develops commercial holidays: surpluses sent up in balloons, and land by lucky finders	Farmlands are mostly exhausted, and the Peoples seek acceptance into distant tribes and nations
<i>tech</i>	Late Neolithic; some improvements to plow; simple fences	Hot air ballooning; most copper age advancements	Only small toy balloons are made; most tools have reverted to bone with metals treated as very precious commodities
<i>zeitgeist</i>	Curious, even optimistic. Everything in life or death seems to have some guided purpose	Monks make decisions regarding justice, since they're close to ghosts whether awake or asleep. Everyone else can get on with living.	Too many ghosts, not enough Peoples are left. Not like it was when the Ohistla world was young.
<i>mores</i>	Industry, honesty, generosity most prized virtues	Obey your ancestors	The world shows you only as much welcome as you already understand, and no more
<i>enemies</i>	Memories of skirmishes with other peoples during migrations, but at peace here	Narcissists mainly attack local spanners, leave levellers alone; levellers at peace long enough to have no full-time warriors	Occasional slave runs are made from nearby tribes. But the plague, at least, was finished over 50 years ago.
<i>myth</i>	Early superstitions about fire and its relation to living people	Ruling 'monasteries' have castes that include storytellers	Preoccupation with death and skeletons in every story

¹¹Arguably the impulse answered ultimately by spanning.

Storytellers remember life and lives before their deaths. Remembrance satisfies large numbers of ghosts, and assures the Peoples that when they become ghosts, they can still hear about themselves.

Gods are unbidden creatures that even ghosts respect, and never bother seriously. Gods are always incarnate people. Sometimes they reincarnate, sometimes not. Gods interpret signs when new gods arrive, and they are brought to the monastery-palace. They are always consulted on matters of justice, but the other three orders of monk actually decide cases, and effectively rule. Gods have various rituals to perform for the Peoples, but otherwise have little to do.

**'Unt Stenel'a' ['Light Ascending']
Quicker Corner in Hehang Bei
7464 - 7320 BC**

They feel that they are the ghosts everyone is certain exist. So as their Age passes, and they meet people from other Societies, it seems plain to them that they are the gods, devils, and mysteries that these people know to be real. This quiet confidence carries them forward, and Ohistla spanners are considered some of the most efficient, loyal and unfazable of any in the Societies.

Ariuk, mentor

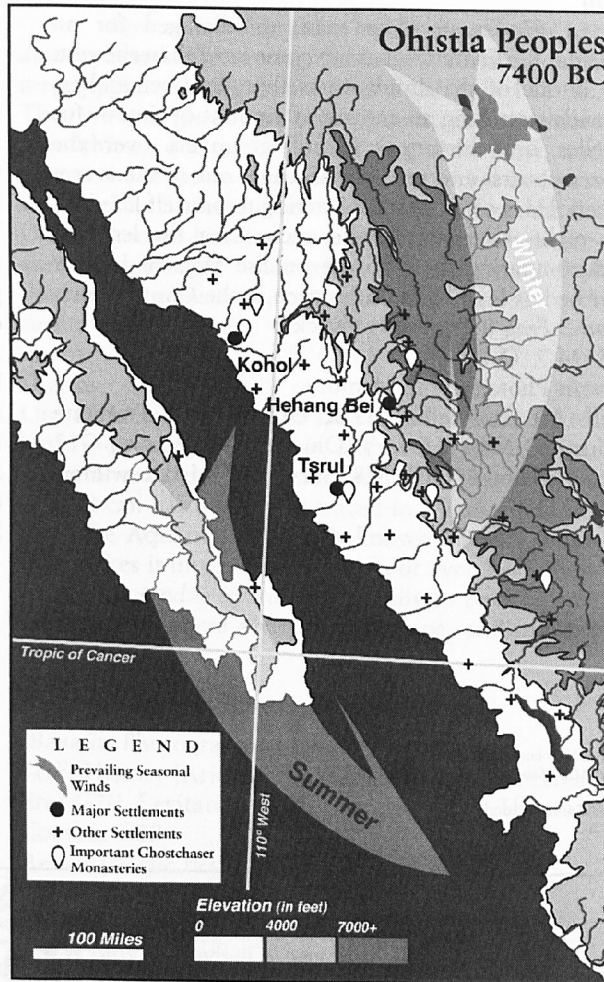
He knows how to and why they hunt "weak ghosts" (fraggd narcissists). The lower Span spanners of the corner are still mostly in the dark about the War with Antedesertium, or even believe that Ohistla culture is the end-all of scientific explanations. But if met elsewhere, Ariuk's people are well aware of the twists and strangeness of the Societies, and quietly adapt to whenever they journey to.

Span 4 Frag 0 Fraternity Quicker
B 10 M 8 Q 11

Benefits Tough, (Photographic Memory, Shift Sight)
Skills Ballooning [Q] G16 Dreaming G16 Etiquette (Ohistlan) G12 History (Americas, 8000 BC - AD 1500) G14 Hypnosis G15 Melee Weapon (stone/bone/copper knife) G14 Teaching (Quicker Technique) G13

Kunkun

She is a young woman with a big gap in her teeth—a sign that ghosts can come and go in her, and might be caught if she shuts her mouth on them. She always dreamt as a child that her dead grandmother talked to her. She doesn't know why—now that she can span, she wants to find out as gently as possible, what the dreams meant. She goes down and meets her (living) grandmother for the first time as a Span One; it is the same woman as in her dream, but she is forbidden to ask her about them, so it is frustrating to Kunkun. She Dreams, but is not satisfied that she is getting the most out of it, and wants to catch ghosts and ask them.



Span 2 Frag 0 Fraternity Quicker
B 4 M 5 Q 7

Benefit Lucid Dreamer

Skills Dreaming G11 Etiquette (Ohistlan) M8
History (Ohistlan Ghost Lore) G9 Melee Weapon (bone knife) M7

Olok

He is a young man, good with weapons and snares. He has a habit of flipping a native form of bolo around his head while he's thinking, as if to snare his own thoughts. He is a quiet, brooding kind of show-off. He comes from a very large family, eldest son but with three elder sisters, and two younger brothers: He holds a good deal of prime farmland, and trades its use every year for various goods. His father drowned in a boating accident. They were from the coastal villages originally, but it little mattered. A ghost got him.

Span 2 Frag 0 Fraternity Quicker
B 6 M 4 Q 6

Benefit Wealthy

Skills Bureaucracy (Ohistlan) M7 Dreaming M9
Etiquette (Ohistlan) J6 Skiff Sailing [B] M9 Thrown Weapon (Ohistlan bolo) J8

Vasu

He is an older man, middle-aged for an Ohistla, his Invitation having come later than the rest. He is one of the monk-storytellers, and remembers legends stretching an enormous amount of time—for leveller oral history—including travels over the frozen straits, and others who came out of the warm ocean. He is often heard muttering to himself late into the night, asleep or awake, recounting the legends, and comparing them to the precise facts of history that he has learned from his time in the Continuum.

Span 2 Frag 0 Fraternity Quicker

B 5 M 7 Q 7

Benefit Photographic Memory

Skills Art (Storytelling) G12 Dreaming J9 Etiquette (Ohistlan) M10 History (Ohistlan Ghost Lore) G12 Melee Weapon (staff) M8 Survival (Ohistlan wilderness) M10

Sirieng

A tall, beautiful woman, who was told at Age 14 that she was not a woman, but something other. Was taken in by a monastery in Tsuru and marked a living god, celibate, and whose main function is to appease ghosts of horses that stir up dust in envy of the Peoples' balloon flights. She is usually dressed in horse skin and masks, primitive by Ohistla standards. When she received her Invitation, she was at first impressed that being a god came with some very real powers, but now generally accepts spanning as a given of life.

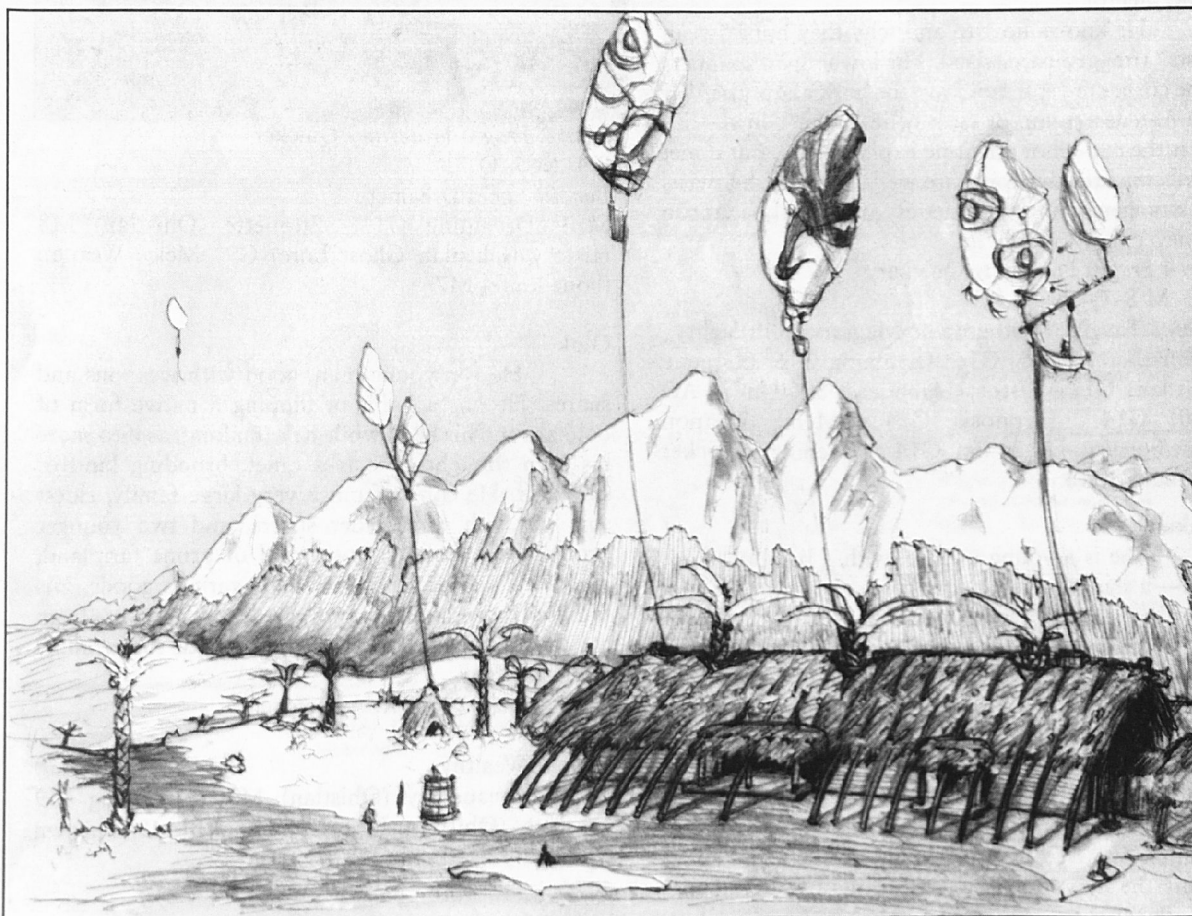
Span 2 Frag 0 Fraternity Quicker

B 6 M 4 Q 8

Benefits Extraordinary Beauty, Photographic Memory, Shift Sight

Skills Ballooning [Q] M11 Dreaming J10 History (Ohistlan Ghost Lore) M7 Medicine (Ohistlan) M7 Ride (Horse, Bareback) [Q] M11

Adamus Xenobus, (b. AD 1488)
A PALACE of the Air
pencil
Scribal Corner at Ixixtl
7516 BC



Artwork ©2000 Chris Adams

Goyat

He sells a chewing plant that grows in the hills for whatever he can get. It is a rare mountain bulb called *sekwek*¹² [*Obor*. "happy-tooth"] It keeps teeth and gums clean, and the breath sweet. The Moneychangers and the Foxhorn are found among the Peoples, and wouldn't have minded having his talents. Goyat preferred joining the Quicker because he learned that the chronies in his sleepy little Society were being hounded by a particularly vicious band of narcissists—and that just makes him want to spit into their open throats.

Span 2 Frag 0 Fraternity Quicker

B 6 M 5 Q 6

Benefits Plant Affinity (Herb), Sharp Reflexes

Limit Addiction, minor: *sekwek* chewing

Skills Finance (Cancerean Era) G10 Medicine (Ohistlan) M8 Melee Weapon (stone/bone/copper knife) M9 Science (Cancerean Era Botany) G11 Swindle M9

So effective, cautious and loyal are many of the local spanners that they go on to assist and oversee the development of many subsequent American peoples. But this is often the case for exemplary Quickers, since they assess overviews and spanners trapped in a liminal state over time, such as some of the Ohistla ghosts.

This corner's associations across the Eras partially accounts, in subtle ways, for the consistency in the genes and the root language for much of the native peoples of the Americas, as well as gods held in common across several thousand miles, and many thousands of years.

All the same, the chronies of Unt Stenel'a are naturally very suspicious of visitors; please warn them before arrival.

Enemies

The Horse plague of the 7190s BC is taken advantage of by various narcissists, not the least of which are traders out of another millennium, from seemingly distant Vielavayan. But there is one group of narcissists deeply committed to destroying this Quicker corner, in order to further some agenda in the Americas farther Up.

'Yekgeta' [The Eradicators]

The 'Nazca' lines of the Piscean cusp (made by the Kuekeia people native to the region, beginning in 312 BC) are the source of a great deal of speculation on the part of Late Piscean paranormal devotees. A specific set of narcissists wish to eliminate the cause of the Nazca lines altogether, by killing the Ohistla Quicker while they are still Span Twos. Apparently, the spanners inspire the Kuekeia's huge animal glyphs while working out their Yets (the longer lines being related to water sources), and this interferes with some desired result of the Eradicators.

One notable feat this band of narcissists has accomplished is in carving the famous forked-branch megaglyph¹³ pointing to the Nazca Valley in 118 BC. They have a great deal of firepower, and are more bloodthirsty and reckless with frag than most, and seem to have clever twists on discorporation and possession. The Scribes assure all loyal spanners that the Ohistla corner handles the problem, but adventure-seekers entangle themselves nonetheless. Few Foxhorn, for instance, can resist fighting foes with such a showy name.

Djarun

One of the main Eradicators, he is said to stand 5'11", have short curly black hair, and body that can ooze like rubber or glue. A rumor that states that only fire or acid can harm him was traced to a gamer spanner from the Aquarian cusp. It is known that his condition makes it impossible to speak, or even hear clearly. But his *modus operandi* is usually to pour himself into a room where a victim is sleeping, and smother him.

Span 5 Frag 4

B 16 M 12 Q 18

(Benefits Photographic Memory, Shift Sight)

Skills History (Ariesian Era) G21 History (Cancerean Era) G20 Levitation G22 Telepathy M19 Unarmed Combat G20

Armor (elastic flesh) 12

Pedt

She is only met when a person is alone. Pedt appears to be a typical tribeswoman of the Amazon basin when first encountered, but on subsequent meetings, she slowly begins to resemble her target, first in culture, then language, and finally looks. What happens if she completes this process, or why the process appears the equally personal¹⁴ to different levellers or spanners, should not be discoverable by players. Pedt's intention is plainly to replace someone else in order to perform some evil—if a person's Yet comes to a sudden end, or they disappear without a known place of death, that person is probably Pedt for the last little while, before she moves on.

Span 5 Frag 3+

B 14 M 14 Q 16

(Benefits Photographic Memory, Shift Sight)

Skills Dreaming G22 Telepathy G22 Melee/Thrown Weapons (many and various) G18+

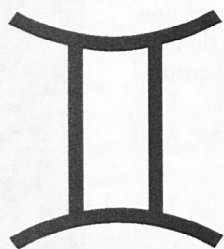
Special Locality knowledge, Acumens, and any other Skills = +1 skill title each time she encounters a person, until she matches her victim's knowledge.

There are said to be six Eradicators in all.

¹²Extinct by 5230s BC.

¹³Apparently it is a symbol of a branched timeline.

¹⁴Each successive encounter by the same victim, anywhere in spacetime, alters her appearance.



Escaping the wrack of Antedesertium, many of the more powerful narcissists attempt to relocate as far from the ruin as they can, but try to maintain their lifestyle. The pleasant valley of lakes, Vielavayan, located on the crossroads of Eurasia and Africa, becomes their fiefdom, and sets the stage for the Gemini Wars.

The narcissists engaged in the Wars of the Geminid Era are mostly enemies of Span 5 or higher, bringing what minions and supplies they can in one great leap from their home cities. And while the Vayan are central to the incursion, Antedesertium attempts to conquer and make war then on many fronts (See map, pg. 69).

Anyone that desires to face Kings of Antedesertium in battle get their wish in the Saharan Campaign. This furious attempt by the Kings of Menah, Turubet and Goronuus to expand the space-time under their dominion is one of the Societies' clearest victories. Continuum counterattacks across Africa are swift and relentless, (5830 - 5810 BC,) not least because the Kings attempt an out-and-out invasion there, probably out of misplaced pride. By dispersing the native Tiawabet and other peoples, it is easy to single out the enemy troops, and destroy them.

The battle is also in the heavens. SunRender, one of the Seven Scorpions, steals a fleet that is capable of engaging bordering Inheritor civilizations. Individual spanners fighting on Earth can do little to affect this, but it is a pervasive enough threat that the Inheritors spend their efforts in leading enemy ships

Geminid

6000 - 4000 BC

Cf. C°NTINUUM, pg. 208

Main Fraternal Corners and Activities:

Antiquarians- *'Te've-ya-wast'* (5966 - 5634 BC)

Vayana - Doing their best to retrieve anachronistic objects from greedy levellers

Dreamers- *'Long Land Dreaming'* (throughout) Australia
'Pyth' (from 4228 BC) Ikterne

Many other corners, devoted to monitoring Vayana, Sun Hunters, and defence in Dream Combat [see map, pg. 69]

Engineers- The Engineers' Crisis [see, right]

Foxhorn- Many corners throughout: Conducting wide-ranging warfare with Antedesertium [see map, pg. 69]

Midwives- *'An Nadaba'* (4927 - 4413 BC) Biada [N. Europe] Monitoring the drop in infant mortality with the spread of the new agriculture.

Midwives' Crisis [see inset, right]

Moneychangers- *'Jerda Ko'* (5662 - 4381 BC) [West Asia]
Overseeing the development of the trade token system

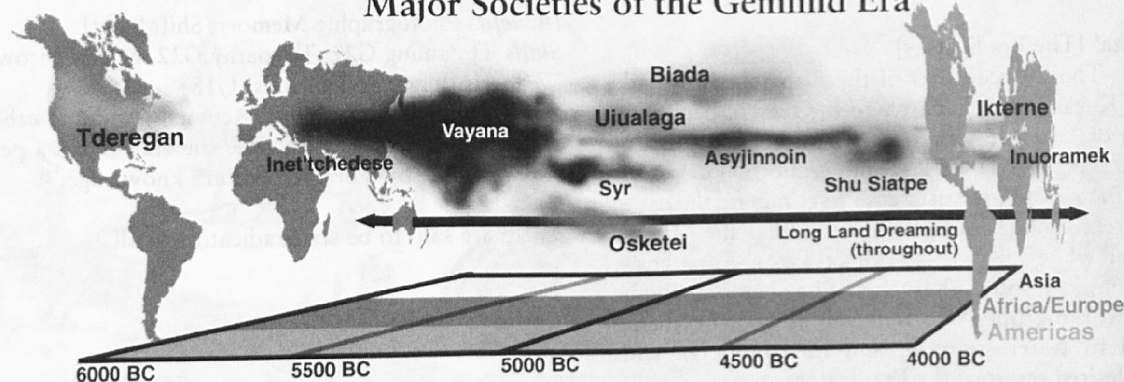
Physicians- *'Gereg Nalgob'* (5382 - 4826 BC)
Uiualaga [W. Europe] Fallout from Vayana medical techniques observed

Quicker- *'Esa Thunt'* (4756 - 4428 BC) - Shu Siatpe [SE Asia] Countering Vayana attempts at food raids
Several corners of highly experienced Exorcists throughout Era [see pg. 14]

Scribes- *'Bavmaiachi'* (6032 - 5626 BC) Vayana - A corner devoted to recording all the stories of alternate timelines the Vayana can make up—and noted for its cold and brutal methods of dealing with enemies

Thespians- *'Klaba Chebyenami'* (5721 - 5350 BC)
Vayana - A large corner known for its penchant for suicide missions

Major Societies of the Geminid Era



away from Earth, lest they attract more narcissist attention than they dissuade.

The Maxims all come under fire in this most massive struggle during the Societies, but it is the Fourth Maxim that suffers the most abuse. A profound awe is felt by the large numbers of levellers exposed to the power of the spanners among them, and while the Continuum's focus remains on containing and defeating the narcissist threat, there are too many enemies to disguise every teleportation.

The Engineers Crisis of 5072 BC centers around abuse of information and the misplacement of invention. To seed revenge for the failure of Vielavayan, narcissists introduce advanced forms of metallurgy and optics to many of the Societies of this Era—from whom later Societies plainly derive their knowledge. The crisis is primarily one of what technologies to dilute and disguise, and how to leave enough so that causality is satisfied, but not enough to rekindle ideas in levellers before their time. 5072 is the year when four different Engineer corners attempt contrary solutions, and actually come to fighting, mistaking each other for enemies.

Into this maelstrom is the corruption of Vielavayan. Instead of a futile invasion like the Saharan Campaign, the narcissists behind the Vayan Empire are confessedly brilliant. In the midst of the Hunt of the Sun comes a stabilizing culture with less need for great networks of monoliths—but which takes economic advantage of the network all the same. This empire is fed all kinds of anachronistic technologies, ideas and advancements, and rapidly commands territories across Eurasia. Were the levellers not made aware of their misfortune, and made no attempt to stop it, they would pose no real threat to spacetime.

With the breaking and retreat of Vayan power, the trade routes later historians would recognize begin to become evident: the cities of the Tigris-Euphrates valley and the Syr in the city of Pn-wew-gweg (Mehrgarh on the Indus) begin a brisk trade within a generation of their independence from the central Vayan government, keeping only the useful concept of trading tokens. The focus of civilization shifts south, leaving many of the northern megalith builders increasingly isolated by the Tauran cusp.

Rebuilding in the wake of the Vayana collapse, systematized argiculture, marrying all familiar elements of horticulture and herding, spreads across Eurasia and Africa. Not every nation or tribe accepts these practices all at once, or even permanently, not unlike previous Eras. But the memory of Vielavayan's might and prosperity affect the myth, legends and dreams of nearly every culture on Earth over the following 200+ years.

In the end, only a memory of a memory of most of these early nations remain: They build of wood and brick that either drowns or vanishes, trade in goods that are forbidden by their 'gods', and write in languages that either fall silent, or survive on such

Midwives' Crisis of the Geminid Era

This crisis is provoked by a concerted attack on the human genome by a number of narcissists. The purpose, as ever, is to cause the maximum damage to spanner's Yets, to the Societies, and to the Continuum in general. In this case, there are a number of additional reasons. One is to alter the genome such that certain spanners who are most effective in the fight against Antedesertium are either cannot be born, or are born with a significantly different genetic inheritance. Another is to pollute the genome in the long-term, in such a way as to make it either unacceptable to the Inheritors, or to cause them great difficulty in their further plans. Finally, and perhaps most significantly at the time of the Crisis itself, the narcissists hope to infiltrate both the Midwives and the Physicians Fraternities, and to provoke an unacceptable level of conflict between them. It should be remembered that these attacks were neither random nor singular, but linked in complex ways across spacetime to devastating strategic effect.

Main Strategies

Increasing Population: Narcissists abduct women, or otherwise interfere with their biology, so as to make them more fertile. Generally, this results in more multiple births, and sometimes in more pregnancies surviving to parturition; in the most severe case, all leveller women for a period of 18 years give birth to identical twins.

Results: Pressure on the food supply and other resources of affected areas; social pressure as the laws of inheritance break down when the children come of age; religious unrest where the gods are blamed or thanked for the extra children.

Continuum Responses: The preferred response is to stop the strategy at the source. Where this is not possible, one or more children from each birth are eliminated, though this requires a huge effort from a large number of spanners. Societal pressures are relieved by provoked wars, which are sometimes used as a cover for the removal of large numbers of the excess population. Religious unrest can be turned back on the narcissists by using to persuade affected leveller Societies to deal with the extra children themselves, by such methods as infanticide and the exposure of extra children to the elements.

fragile media that history becomes oral memory. The only lasting legacy are their tokens of exchange, marked sticks and shapes of clay. Their writing system survives, and the fate of their creators becomes enmeshed in the use of letters for 1000 years—in the West writing becomes more mystical than economic, each object earning its own set of branded markings; in the East, the Liang use the symbols as a divinatory system.

Vielavayan (6122 - 5583 BC)**Ally of Chaos**

Into this central Eurasian culture pours a dark wealth of knowledge that the natives exploit as much as they can, as much as they are allowed. Entwined within the power structures, the material base, the military potentials and many individual lives are the plans of hundreds of Antedesertium princes of war, and refugees.

Beginning with settlements in the 6120s to exploit the fishing of the lakes year-round, the Veel begin to give up the nomadic hunter culture for a settled one. Their development is suddenly hijacked here by the narcissists, and by 5900 BC they are a federation of towns under an Antedesertium-style king.

Inet'chedese perfected architecture for a

Cancerean war culture—or for a Geminid spanning culture. It is easily adapted into structures based on concepts of organization found mainly in places like Atlantis. After Inet'chedese and its neighbors are conquered in the 5830s, much of Vielavayan begins to be made up of towns like these.

The average Vayana has tanned skin from being out-of-doors in the daytime; their shadowy dwellings are mainly occupied only after sundown.

The Vayan spend most of their existence around the lakes. A unique fish, the *ola-vata*, [Vayana. "whole-dinner"] a distant relative of the salmon, thrives in the lakes; it is rich in oils and grows quickly to about three feet in length. It is a favorite, and is domesticated in the 5950s.

Vayana

6000 BC

5800 BC

5600 BC

	6000 BC	5800 BC	5600 BC
population	149,000	1,780,000	896,000 (2,650,000 recently lost)
language	Old Vayana	Vayana	Vayana rapidly being replaced by local languages, increasing the difficulty of the empire to remain intact
art	A natural fascination with reflections has lead to patterns in sculpture, metalwork and paint that emphasize light	Spiral shapes in two- and three-dimensions dominate most art-work, though native artisans learn many styles from other times	The old Vayana designs are mostly expunged, but become sacred forms in some areas, especially near the Black Sea
dress & furnishings	Some formal distinctions in dress among family members to designate generations, but this is passing in favor of greater selection	Cluster-housing borrowed from the Inet'chedese leads to light, distinctive clothes for city folk, heavy weaves for country & travel wear	Mostly dependent on regional cultures, but surviving ruling houses maintain a Vayana taste for wearing gold
commerce	The old mercantile roads and new efficient uses of beasts for transport make trade itself the major occupation	Vayana commerce stretches across Eurasia, as cultures actively vie for the Empire's attention; goods and slaves hail from all parts of globe	New capital of Huymli struggles to maintain the loyalty of outlying commercial provinces, but more commerce is being done by sea
tech	Antedesertium refugees introduce a number of innovations, including horse domestication, ranged weapons, and a host of others	The culture of innovation is lost to the Vayana as their princes are used to simply requesting tech be brought to them across time	Scattered bits of stolen tech still exist—a magnet for adventurers of all stripes; most knowledge lost, except for excellent bronze work
zeitgeist	The abundance of the lakes is mirrored in the abundance of the lands around—it's "there for the netting"	Superior technology keeps us superior, but the Vayana were always chosen for greatness	It may be more than luck that we have survived; if so, seek & hold to whatever that thing is; if it was only luck, remember it never lasts
mores	Be thankful for your family's prosperity; be ready before approaching a time god; slaves are fine in the provinces, but not by the lakes	Gathering wealth and experiences is the best desire, losing ownership of oneself the greatest fear; there is little middle ground	Repressive judgement-cults stymie any resurrection of the ancient culture
enemies	The Hedereg, fierce fighters from the Euphrates valley force the Vayana to develop armies to defend their trade	The Continuum. Yet a folk saying goes: "Anyone who is an enemy of Vielavayan has simply let their envy get the better of them."	Former slaves & slave-nations, former overtaxed provinces, tribes rushing in to fill the power vacuum—in short, nearly everyone
myth	The sun was once a pale rock like the moon, but the gods set it on fire to gain mastery over time; now we try to master the sun, too	A rich selection of myth cycles from around the world (even other times) compete for the attention of a jaded, over-entertained populace	Most of the old myths are rapidly disappearing as the current generation grapples with the solid fact of the great flood

A favorite native watersport that evolves throughout Vayan times is *pyel*. It is played with two teams of three, in a lake of about three and a half feet depth, within fifteen feet of shore. The goal is to kick the leather ball up to the land—which is the only moment it is allowed to break the surface of the water. One member of each team, the 'gut-gut' is allowed to dive under water to find the ball, the other two are allowed to both kick and block. Of course, it takes a great athlete to kick a ball effectively from underwater, and these players are as celebrated and subsidized as their counterparts at the Aquarian Cusp.

Many leveller flood stories originate from the disaster that overtakes Vielavayan in 5626 BC, when after a decade of markedly high precipitation, two weeks of spring rainfall are enough to flood the lakes, muddy all land routes, and weaken the narrow isthmus separating the lakes from the sea. The sea takes several more days to seep through the landwall, but eventually succeeds in bursting the ancient natural dam on April 14. Three days later, all of the nation's major cities are under dozens, or hundreds of feet of seawater.

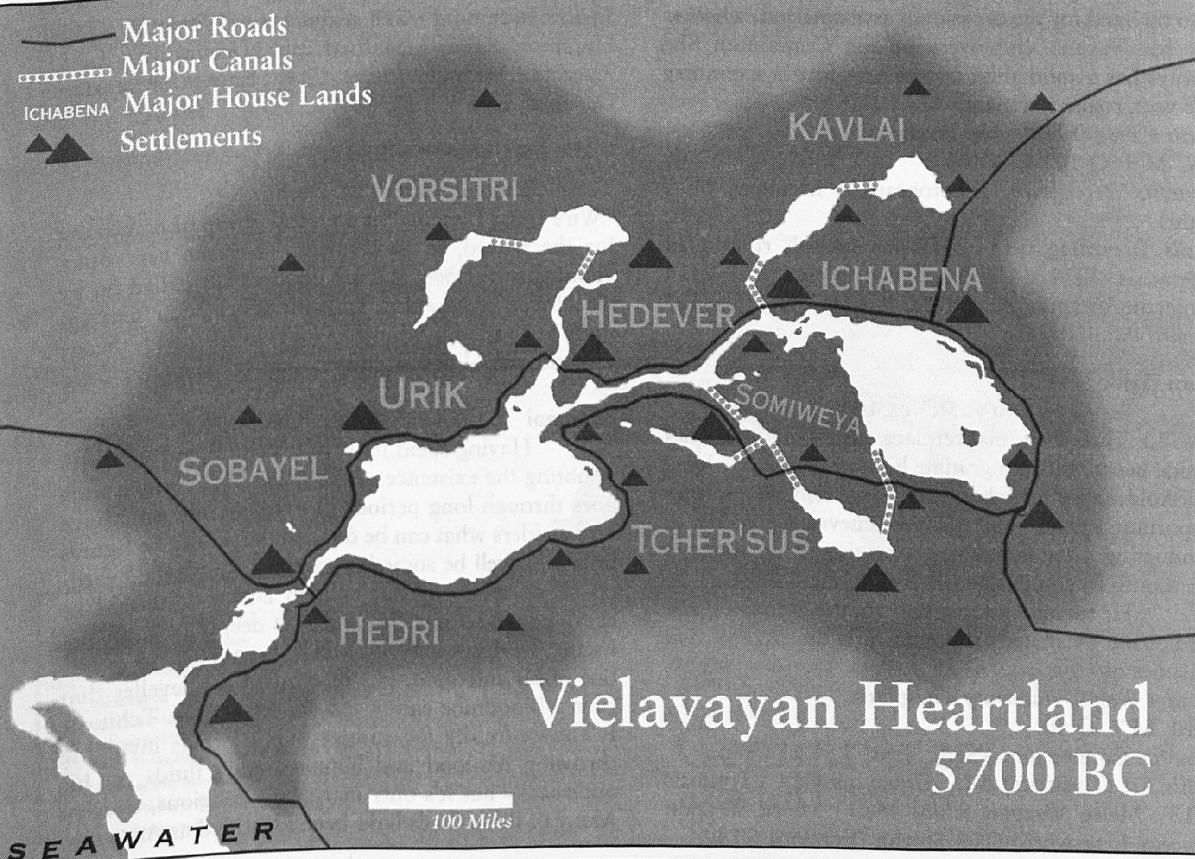
Needless to say, narcissists are both well-prepared for this cataclysm, and attempt repeatedly to thwart it. Even with this tremendous natural disaster obliterating the Vielavayan heartland, the forces of Antedesertium unleash guerrilla warfare throughout the shattered empire against loyal spanners and their allies. Atlantis arrives to intervene and root out insur-

gents, with moderate success in 5582 BC, but meets with prepared resistance, and is forced to retire from the Era.

Riders

It is perceived among the Vayana that women of the right temperament handle horses the best. These are an elite class in the social structure of Vielavayan, and are simply referred to as Riders.

While an early kind of cavalry plays some part in Vielavayan's military, the native horses are not thoroughly bred to be entirely trustworthy in war; hence its use primarily as a means to messenger information between armies and towns. Since all able-bodied men are pressed into the regime's service, women, being generally lighter, take up the role. While it is theoretically a non-combatant service, messengers are often targets in war, and the fierce bravery of many early Riders earned these women large estates, and special status.



Chapter II: The Eras

Further Information: A Gamemaster's Treasury of Time

'Givrek' ['Arrowroot']

A Secret Continuum Military Corner,
...and its neighbor 5717 - 5695 BC

Lusu

Mentor of the group, Lusu is a native Vayana—Slavemaster for the Ichebena, one of the larger houses. An avid *pyel* player, and a good one. Knows that in his Yet he dies a particularly nasty death, from an intestinal parasite. But he has chosen to fight against Antedesertium on his home ground, and not live the life of a privileged Exalted in Atlantis... or wherever else Exalted go.

Span 5 Frag 1 Fraternity Midwives

B 11 M 12 Q 13

Benefits Contortionist/Double-Jointed, (Photographic Memory, Shift Sight)

Limit Addiction, minor: *sekwek* chewing

Skills Finance (Cancerean Era) G10 Hypnosis G18

Medicine (Ohistlan) M8 Melee Weapon

(stone/bone/copper knife) M9 Science (Cancerean Era

Botany) G11 Swindle M9

Seana

A high-ranking Rider, Seana bears herself, and looks the very image of a tanned Vayana horse-master. In fact, she's a native of the United States, AD 20th Century and would like nothing more than to get back to her hobby of flying biplanes. But she is here to safeguard the ancestors of the Gypsies, the Tryu, a pre-Ugric people here enslaved by the Vayana. She is also on hand for the occasional assassination, whether for her Vayana employers or the Continuum. She always has a solid alibi; not an easy feat in a country rife with rogue spanners.

Span 4 Frag 0 Fraternity Foxhorn

B 7 M 9 Q 10

Benefits Perceptive, (Photographic Memory, Shift Sight)

Skills Dreaming G13 Firearms (pistol, rifle) G14

Hypnosis G14 Melee Weapon (sword) G11

Projectile Weapon (bow) G12 Ride (Horse) [Q] G15

Stealth (Stalking) G13

Thoi Dajda

An early Oto'yu, (circa 10190s BC, see ppg. 54-57,) Thoi is a marketplace entertainer. Besides beside being able to ingratiate himself with many local landholders and merchants, his large tent serves as an important Rendezvous point whenever the corner is conducting Time Combat, or meeting at set times of the month to compare notes face-to-face.

He travels to many parts of the nine Eras, and studies the theatrical arts of each. Is an extra in two episodes of *Highlander*.

Span 4 Frag 0 Fraternity Thespians

B 10 M 7 Q 10

Benefits Connections, (Shift Sight)

Skills Art (Theatrics) G16 Dreaming G14 Hypnosis

M13 Melee Weapon (club) M13 Melee Weapon

(Piscean longsword) G14 Stealth (Evasion) G13

Deyan Balu

Posing as a transchronal Merchant, Balu is very generous with his wealth and scrupulous in noting who is asking after what technologies. A Polynesian from the Piscean Cusp (AD 1) he has little reason to hide his spacetime of origin, as many of his 'clients' deal with spanners every day...

He does get a little tired having to explain how Jesus spent his life in an entirely different corner than his, and that no, he isn't curious.

Span 4 Frag 0 Fraternity Moneychangers

B 8 M 9 Q 9

Benefits Wealthy, (Photographic Memory)

Skills Dreaming G13 Finance (Vayana) G13

Hypnosis G14 Skiff Sailing M11 Swindle G13

Yluabieta

Part of a Vayana commission to study population and develop a census (beginning 5716 BC). She is a genetic scientist, an expert in the breeding of horses and humans, and was trained in the Aquarian Era. She claims to the locals to have returned to aid her native people's cause. She still sees her parents on their small holding occasionally. She poses as a narcissist for over 270 years of Age, so she often fends off attacks from Continuum spanners with insufficient information about where her loyalties actually lay.

Span 4 Frag 2 Fraternity Midwives

B 7 M 12 Q 10

Benefits Math Wiz, (Photographic Memory, Shift Sight)

Skills Dreaming G14 Finance (Vayana) G13

Hypnosis G14 Mathematics (Aquarian) G18

Projectile Weapon (knife) G11 Science (Aquarian

Genetics) G15

The Neighbors: Iecha Eka Tiecha

"Wire Glass Dancing" is a typical group of narcissists for the period, in Vielavayan. They are very open about their actions, and are occasionally called on by the House of Ichebena for assistance. Their motivations are varied, and are best described as an insane terrorist demolition squad...

Tchiunai

Having spent most of his childhood seriously doubting the existence of the universe, Tchiunai now goes through long periods of extreme nihilism. Since he considers what can be done to the world, he figures it may as well be something artsy. Like maybe beards on all women—go far enough Down, it should be easy enough to start. Tchiunai is deeply fragged and insane, having made unusual "alterations" to everyone in his surround. His best friend is a leveller that runs a Bloodtube campus in the AD 2120s. Tchiunai is known locally for strange public rituals involving throwing oxblood and human bodily fluids on his audience—but it's only marginally religious, to him. Many of these fluids have been identified as Aquarian

garbage, and are likely unsafe to expose to Geminids...

Span 4 Frag 4

B 3 M 12 Q 10

Benefits Tough, (Photographic Memory, Shift Sight)

Skills Art (Performance) G14 Dreaming G14

Hypnosis G16 Medicine (Waste Disposal) M15

Science (Genetics) G16 Toughness G8

Nochiri Gepa

Nochiri lives her life defiantly out of sequence. She is said to constantly haunt the shores of Lake Gyatunu near her home, wandering there, literally passing through elders and juniors of herself. She has a fondness for the shells of snails and freshwater mollusks. When she is very heavily fragged, she is a Vessel resembling an ornate shell.

Her companions try to trap loyal Continuum spanners into events that allow Nochiri to pass some or all of her Frag onto them. The spanners of Givrek corner avoid the pleasant shores of Gyatunu as much as possible and never pick up souvenirs there. She is much more safely approached at the various parties she hosts at the Ichebena estate, as she is unlikely to desire to frag her benefactors.

Span 4 Frag 6+

B 6 M 12 Q 11

Benefit Genus Affinity (Mollusks), (Photographic Memory, Shift Sight)

Skills Dreaming G15 Etiquette (Vayan Recreation)

G18 History (Vielavayan) G16 Hypnosis G15

Vessel Master Power (when Frag 9+) Transmute (Liquify)— At the direction of the wielder, any one person or animal in sight is effectively turned to salt water... and gets a point of Frag. Usable once/hour.

Sendem Banua

A very methodical native, Sendem has journeyed Up and Down spacetime observing the most successful cultures and what makes them great. He intends to inculcate his own nation with the means and desire to reach for his perception of success— Sendem wants a high-tech Vielavayan, ruling the world, and having it all. He is very enamored of late Piscean/early Aquarian consumer culture, but would prefer it to exist in his native time. Has a huge collection of Aquarian cusp magazines. Also has a large number of computers, and is always looking for sources of power to run them. Naturally, he does everything he can to try and thwart the disastrous flood that destroys his nation.

Span 4 Frag 1

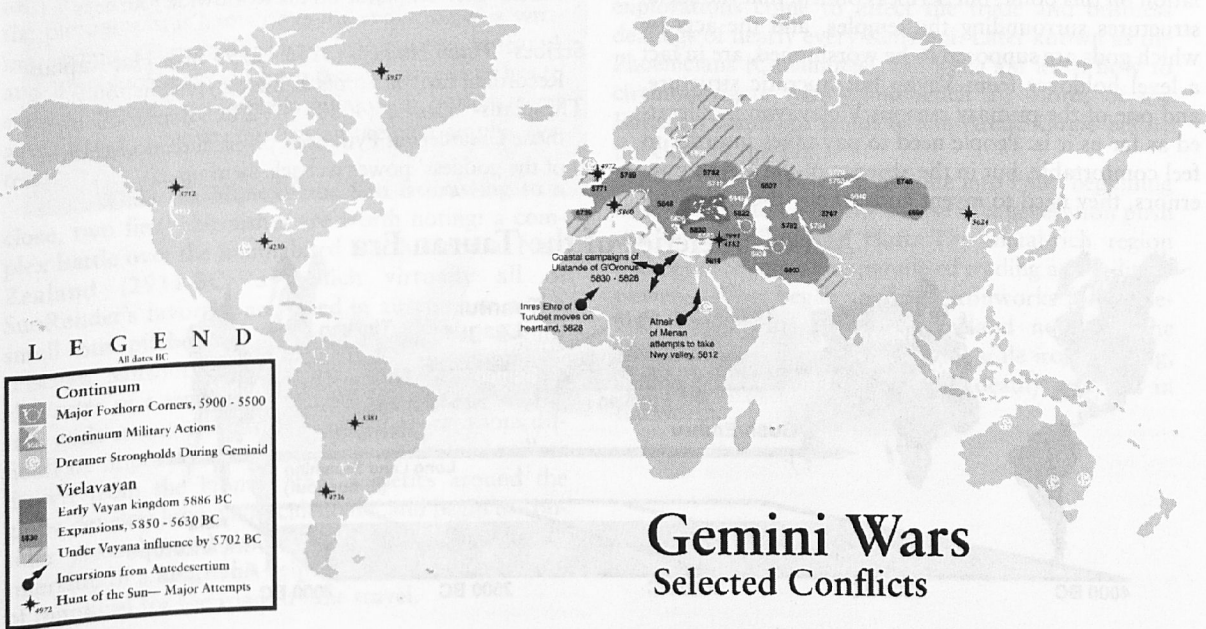
B 8 M 8 Q 11

Benefit Tough, (Photographic Memory, Shift Sight)

Skills Anthropology (Aquarian Consumer Culture)

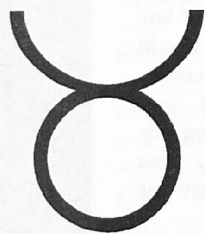
A9 Bureaucracy (Vayana) G12 Computer M11

Dreaming G14 Hypnosis G15



Gemini Wars
Selected Conflicts

ERAS



The Tauran remembers the struggles of the Geminid, as war between gods, between men, and as a time when men who were brave, clever, or mighty became gods themselves.

Gods retreat to their high places, to their secret hearts within cities, within the springs where they vanish, only to reappear when events are desperate, or the people are suffering for reasons beyond their control. Men learn to appease the invisible.

Grain agriculture spreads across Eurasia. But with the flooding of the Vielavayan Valley, many of the techniques of handling and breeding the horse are not well remembered by its successors. Into this niche comes the bovine; long corralled for its meat and milk, it becomes the leading means of transport in Ur and Hat-Kaptah. The cult of the cow develops in this time; better methods of agriculture allow the animals to be corralled and maintained in great numbers, thus becoming a reliable protein source around which communities can grow. It is not until the late 32nd Century BC that the horse's impact on commerce is felt again. Wheeled wagons and chariots become defining standards of human sophistication by the end of the Era. [See ppg. 33-34.]

Religion develops into an organized mold, more so than in earlier cultures. There is much speculation on this point, but Scribes confirm that the social structures surrounding the temples, and the acts by which gods are supposed to be worshipped, are in fact a level holdover from Vayan bureaucratic structure, and one of the primary reasons Vielavayan is tolerated as far as it is. People need to pay taxes in order to feel comfortable, but in the absence of the Vayan governors, they need to invent gods to pay them to.

Tauran

4000 - 2000 BC

Cf. C^oNTINUUM, pg. 208

Main Fraternal Corners and Activities:

Antiquarians- *'Ipt Awyut'* (2981 - 2690 BC) Hat-Kaptah
One of many corners devoted to this popular tourist culture

Dreamers- *'Long Land Dreaming'* (throughout) Australia
'Pyth' (throughout) Ikter/Greece

Engineers- *'Ilkad Ledash'* (3108 - 2999 BC) Eridu -
Fighting attempts to sabotage temple construction
'Buthaz' (2438 - 2260 BC) Tireken - Monitoring
Central European copper weapons

Foxhorn- *'Nurgush Karinesh'* (3877 - 3014 BC)
Mesopotamia - The infighting among the Kings is not
to be missed by any lover of battle.

Midwives- *'Nmetseshi'* (3986 - 3662 BC) Ur - Close
watch on certain fertility cults—leveller claims of
resurrection here may require action

Moneychangers- *'Ut Torabata'* (3571 - 3314 BC)
Heghur - Running down horsethieves bound for
Vielavayan!

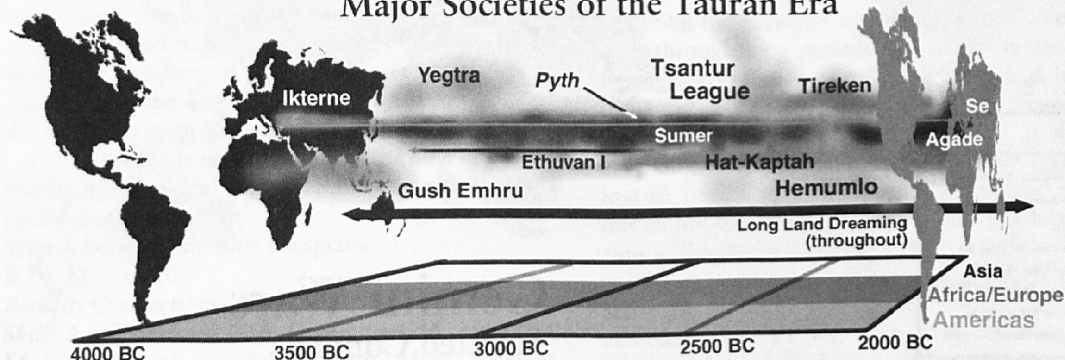
Physicians- *'Huwa'* (300 - 2000 BC) Hat-Kaptah -
Mummification and rituals associated with it studied
in extreme detail

Quicker- *'Ks'ara yti N'stana'* (2725 - 2661 BC) Pacing
the traveller Tsantatur on his worldwide journeys

Scribes- *'Petah Htakep'* (3156 - 2795 BC) Hat-Kaptah

Recording early attempts at hieroglyphic fiction
Thespians- *'Yssisha'* (4068 - 3772 BC) Ikarne - Some of
those Dreamers at Pyth need physical demonstrations
of the goddess' power to back them up...

Major Societies of the Tauran Era





Edekzge, (b. 3922 BC)
Im-gig Watches Above (3877 BC)
copper relief
Ur

Native spanners generally perceive themselves to be anointed humans, children of the gods, at first; but as they grow in Span, and they see a wider view of the Continuum, they generally adjust rapidly to a world-view that includes scientific method and mortal occupancy of the heavens.

Bronze, the strongest alloy yet invented, changes the dynamic between man and his environment vastly. By the 3290s, household bronze factories bring wealth to the Se and to the Hati people of Puut (Asia Minor). Though at first a guarded technology, the value of being able to chop down a tree without having to reforge one's axe forces people to spread the secret, and by the end of the Age, bronze is in use by most cultures with a static structure of towns.

Writing also develops again, evolving from basic pictograms in the major civilized centers. While the writing systems of Maihur Riki and Vielavayan are phonetically based, and establish themselves rapidly, it appears that if the initial inspiration produces the pictograph, it unstrings the evolution of a writing system. Cuneiform, hieroglyphics, and Linear A and B all evolve slowly from recognizable sketches to stylized forms, and users familiar with both systems agree that much nuance is lost in the pictographic systems.

While the Hunt of the Sun is drawing to a close, two final skirmishes are worth noting: a complex battle over the uninhabited North Island of New Zealand (2911 BC) at which virtually all of SunRender's favorites are killed in air combat, and a small but pitched battle in 2867 BC near Gignor (Piscean Salisbury—later Stonehenge takes on the character of a temple rather than an observatory: the character, wide stones actually make many observations difficult or impossible.) A furthering aspect for levellers drawn from the Hunt is that Societies around the globe develop long-range calendars, and begin to consider years beyond the cycle of the seasons, or the rulership of a king. This helps to pave the imagination of mankind for the road to time travel.

In 2716, Tsantatur of Kena'ani begins to make voyages to the Northwest Coast of the Americas, stopping among the hunters and fishers of the Arakue, the Sayak, and the Hrohohle tribes. At first he is regarded as a demon or divine messenger, due to his performance of "miracles"; but by not spending too much time in one place, he slowly gains credibility and begins to work to unify the people. During the same period, Tsantatur is also seen sporadically in regions as far away as the Yellow River villages and Greece. It is commonly accepted that he has the advice and aid of one or more spanners. By 2704, the Tsantur League is founded, with allies and tribute states as far away as the Heirlaina Lakes and Kawil (Piscean Hudson's Bay).

As an economic benefactor of Tsantur's travels, the Kena'ani flourish late in the period, and his explorations come to affect the trade and business dealings of nearly every Kena'ani. Later known as the Phoenicians (Canaanites), the Kena'ani learn how to circumnavigate Africa and reach all shores of the Eurasian continent south of the Arctic Circle before the close of the Era.

The Se (Hittites) migrate into Puut, beginning in 2046 BC, and over the course of a generation push out or assimilate the Hati. The metal-rich region makes the Se into an unparalleled trading and military power—What began as simple ironworks for household implements in their homeland north of the Ybranta River, flourishes into full scale ironsmithing, including the strongest and most deadly weapons in the world.

Chapter II: The Eras

Further Information: A Gamemaster's Treasury of Time

Ethuvan I (3750 - 2640 BC)

Open-Door Policy

The Ethuvan I are the people who live on the floor of the Turchet Valley (in Piscean Persia). This narrow cleft high in the mountains of Ruvriba is surrounded by rocky walls honeycombed with caves and fractures, which are developed by the predecessors of the Ethuvan I into habitable tunnels. Water is at a premium in this harsh landscape, but enough exists in qadis and run-offs to support both the Ethuvan I and the local wildlife.

The Ethuvan I are variously known as the People of the Moon, the Night Folk, the Day Haters and Those Who Talk Between. The first three designations arise because they sleep through the harsh

days and are active at night; the last because they are known as great negotiators and diplomats.

Of medium height, but willowy, they are dark skinned and brown eyed; they braid their straight black hair in complicated patterns, sometimes incorporating beads and ribbons.

There are four great clans of the Ethuvan I; these take their names and perceived character from the phases of the moon:

Murtchok Oe: Clan of the Waxing Moon.

In their positive aspect, they are seekers and doers, creative and exploratory; in their negative aspect, they are like greedy children, always wanting what they cannot have, and throwing tantrums to convince the world to give it to them anyway.

Ethuvan I	3200 BC	2950 BC	2700 BC
<i>population</i>	7500	169,000	221,000
<i>language</i>	<i>Etuv</i>	<i>Etuvé—most Ethuvan are fluent in at least two other languages</i>	<i>Etuvé dying out in favor of the trade-language Uyres, a branch of Orescain with heavy influences from Etuvé</i>
<i>art</i>	<i>New symbology develops as the old deed-paintings from the walls of Hurugk are replaced by weavings on the shelters</i>	<i>Complex symbology of codes develops around monthly construction of shelters</i>	<i>Symbology largely forgotten as shelter hangings and similar cultural expressions become production exports</i>
<i>dress & furnishings</i>	<i>The loincloths and breast-bands of the tunnels give way to blankets of rough cloth; outside shelters resemble bundles of wood and rags</i>	<i>Shelter construction ritualized in monthly cycle, obviating repair; clothes are sarongs of muslin, later silk, under painted leather poncho</i>	<i>Permanent shelters; heavier fabrics, mainly wool, preferred after advent of a local cold spell as are heavier, less decorative theū</i>
<i>commerce</i>	<i>Hunter/gatherer, but beginning trade in spearthrowers starts the move toward mediation</i>	<i>Famous as mediators and negotiators, they trade skills for foods, silk and other goods</i>	<i>Crude forms of art and carpets sold; Ethuvan merchants must travel out to trade more than outsiders travel in</i>
<i>tech</i>	<i>Fine flint knapping; spearthrowers and hooked hunting knives; crude tanning, but hand looms commonplace</i>	<i>Frame looms for large-scale weaving; tanning chemistry improves for speed and texture; fixative paints and dyes developed</i>	<i>Production-oriented crafts and arts; a handful of pigments that are easy to gather are still used</i>
<i>zeitgeist</i>	<i>The old ways are plainly no good; the trast-gi priests of the tunnels must give way to the kings' dictats—but this new path is scary!</i>	<i>Openness towards everyone makes the people good negotiators, leads to wealth; this is also because sun worship was condemned</i>	<i>Compromise has been good to us, lets us fit in with others; it's all right to live by day if one honors the old dark moon in one's heart</i>
<i>mores</i>	<i>Obey the kings and their matriarchs to survive under the new night</i>	<i>Be open with each other and honest to all clients; obey your matriarch, protect her sister-son</i>	<i>Work hard, adopt the ways of the people you encounter, and strike a good deal</i>
<i>enemies</i>	<i>Long-standing anger between Narvash and other clans over the tunnel betrayal</i>	<i>Mostly a few extreme internal dissenters (narcissist leveller dupes) trying to assist the tail-end of the Hunt of the Sun</i>	<i>The occasional foreign miscreant stirs up trouble trying to dig up the supposed lost treasures of the tunnels, but Ethuvan mainly ignored</i>
<i>myth</i>	<i>The trast-gi lost their war with the Tovole (fought on the mortal plane by the Narvash faction); sun's victory means it's earned our worship</i>	<i>Holy Njrudat's dictats brought tests and truth to the people; it is foolish arrogance to worship the sun—it should be feared.</i>	<i>The sun & the old dark moon once fought each other to a standstill; now they circle around, for things either change or are consumed</i>

Chemrath Denaan: Clan of the Full Moon.

Positively, they are outgoing and friendly, full of delight in the world and laughter, even at themselves. It is said that negotiations conducted by the Chemrath Denaan most often result in both parties coming away somewhat happy. Negatively, they are regarded as something of a joke among the Ethuvan I, since out of a desire to please their clients they may end up worst off of all.

Mirim Yedoi: Clan of the Waning Moon.

Positively, they are known for stability and the wisdom that cleaves to what is known and already created. They are said to excel at negotiations involving money and objects. They are great connoisseurs, especially of foreign foods gained in payment. Negatively, they are smug and self-satisfied, inclined to over-indulgence, and more interested in things than in people. They look to precedent and tradition to an extent that is dangerous in changing times.

Tirioich Derich: Clan of the New Moon.

Positively, they are subtle and intelligent, and held in high regard for their ability to put the needs of all the Ethuvan I above the needs of the Clan. They are great strategic planners, and capable of intuiting the motives of other individuals and groups. Negatively, they are seen as being prone to intrigues, somewhat irrational, and are widely regarded as being the mostly likely group to go back to the forbidden ways of the time of the tunnel mesas.

The Ethuvan I live their entire lives out of doors, making no houses but only temporary shelters, known as *echui*, or Holdings. Each family weaves these from local grasses, palms, strips of animal hide, or whatever else may be available. It is common for families to take weaving materials as part-payment for their mediation services—indeed, many think it desirable, since symbols explaining new family achievements are woven into the fabric of the shelters. The families of each clan destroy their shelters once a month, during their moon-time, as soon as the sun sets. They then reweave the shelters, incorporating into the basic pattern the symbols representing the Holding's achievements that month.

Each adult Ethuvan I carries a pair of sticks, the *elta*, which they use to scribe a circle in the earth—its diameter is the length of their outstretched arms. This circle is the necessary and permitted amount of space one person needs for privacy. Families determine the size of their Holdings by standing fingertip to fingertip—the shelter is a circle of this diameter.

Children are given their *elta* when they achieve their majority, but this is not a matter of chronological age. Rather, the family decides when they are responsible enough to spend time away from home—the *elta* sticks are a sign that they are competent to maintain their own privacy.

Males of the Ethuvan I generally take responsibility for negotiations outside their Holding, including those they are paid to negotiate between foreigners. Women, led by the family matriarch—the sister, not the wife, of the leading male—rule within the Holdings, and determine the patterns of the shelters. Weavers may be male or female. If a man cannot bring a negotiation to a successful close, he may insist on bringing all the parties back to the Holding so that the matriarch may make a binding judgement in the matter; but such a decision brings much shame on the man, and it is always recorded in the shelter weaving.

Marriages take place between clans, and are always the subject of negotiation. There are always four people to a marriage—one from each clan—but there may be any balance of genders. The new family belongs to the clan of its eldest member.

People from outside the family must be invited by the matriarch before they step beneath a Holding, but anyone (Ethuvan I or stranger) may watch what goes on and listen to family business. However, the matriarch may declare, 'This is for the ears of my family only' (or 'my family and our guests only'). By convention, those observing outside the Holding are considered not to have knowledge of what went on. The most rigid and conservative thinkers are said actually to believe they have neither seen nor heard it.

The Ethuvan I swathe themselves in fine cotton and silks; but they each possess at least one *thëu*, or poncho made of fine leather. Truly private personal rituals, such as defecation and copulation, take place beneath the *thëu*. Hence, anything secretive, upon discovery, is said to have had its conception 'beneath the leather'.

The king and his sister-matriarch give up their *thëu* upon their accession. Everything they do is open to public scrutiny.

It is the belief of the Ethuvan I—and especially their kings and matriarchs—that their society is ethical and without the corruption of intrigue. In this they are, at times, mistaken. There are those who have learned to weave secret messages into the symbols of the Holding shelters: most often in the daily additions, but sometimes in the basic patterns. And the convention that certain conversations or events have been neither heard nor seen is also obviously open to abuse.

Beginnings, and the Dictats of Njrudat

Before 3241 BC, the Ethuvan I live within the tunnels (natural and excavated) that honeycomb the mountains around the Ijiwan valley, called *Hurugk*. They are known as a dark and secretive people who fear outsiders and who come out only by night to feast on the animals they catch at the valley waterholes.

When the intrigues of the Narvash faction collapse the tunnel-mesas, the Ethuvan I are forced to move out onto the valley floor. Njrudat their King declares that there will be no more intrigues, no more seclusions. His life, and those of his people, are now to be lived entirely in the open. This is the first Dictat of Njrudat.

Also, they are to live entirely by daylight, giving glory to the Great Sun. This is the Second Dictat.

When Njrudat is killed by sunstroke it is considered an act of the gods, telling the people to live by night once more. It is realized that worship of the Sun is an error of arrogance—the Sun is to be feared, rather than revered. This becomes known as the Third Dictat of Njrudat, replacing the Second Dictat, which is seen to be a test of courage and integrity of the people. After the reign of Motrach the Wise, it is said that Njrudat was killed by a bolt from the sun god's hand.

At the time of Njrudat's death, intrigues—long suppressed—re-emerge as it becomes necessary to elect a successor. Gefran, Njrudat's chief advisor, is finally elected and made king all in the same moon-turn—but only because he claims to know a way to stop the election-intrigues ever returning. Once reigning, he names his sister-son his heir, though the boy is long from his majority, and declares by dictat that this is the way the election will proceed in future generations. This is accepted, but in time becomes known as the Fourth Dictat of Njrudat since that origin gives it more authority.

In the reign of Motrach (3639-3602 BC), sun worship is declared heretical and it is required that all visiting clients pledge not to carry out rituals while in the Valley: the Fifth Dictat.

Endings: Art and Four Walls

With the death of King Amserhdz in 2751 BC and the suicide of his sister-matriarch, the Ethuvan I rapidly change their way of life. Cultural and trade changes elsewhere by 2720 BC mean their services as mediators are no longer required. Holding shelters are rendered as carpets and wall-hangings, and their painted-leather ponchos, gain in value as works of art. The people begin to value privacy over openness, and start to make permanent shelters of fixed size, with walls and rooms.

Intrigues In the Sunlight

The valley of the Ethuvan I is of strategic importance to the Hunt of the Sun, who see it as a place to stage a last ditch attempt on the sun. Through their narcissist agents and leveller dupes, they first drive the Ethuvan I from the tunnel-mesas, hoping they will become allies. When this fails, they manipulate the Society into living at night hoping that they will simply ignore the 'sun worship' of their visiting clients. It is a sore trial to the narcissists that sun worship instead becomes heresy.

Yenmurta 'Moments of the Moon'**Novice Corner (2990 - 2914 BC)**

The local novice corner is, as a group, brash and over-confident, and tends not to ask for help from neighboring corners. However, they are culturally inclined to deal with problems by negotiation rather than aggression where possible. These two factors enable the Hunt of the Sun to have what little success it enjoys in this area.

Dael Irian Iriyani, mentor

Plainly ancient and subtly wise, she is the matriarch of her family, pre-eminent among the Tirioich Derich (Clan of the New Moon). An immensely skilled negotiator, she is ruthless in her dealings with leveller, spanner and narcissist alike.

Span 3 Frag 0 Fraternity Foxhorn

B 6 M 9 Q 9

Benefits Internal Clock (Photographic Memory)

Skills Bureaucracy (Ariesian) G14 Bureaucracy (Ethuvan I) G16 Bureaucracy (Hat-Kaptah) M12 Bureaucracy (Tauran) G15 Bureaucracy (Vayana) M12 Dreaming G14 Etiquette (Ethuvan I) G14 Etiquette (Tauran) G13 Finance (Tauran Trade Negotiations) G13 Hypnosis G14 Swindle (Trade Negotiations) G13 Unarmed Combat (Hurugk-Period Boxing) M9

Imsul Nadan Gathna

Of the Clan of the Waxing Moon (Murtchok Oe), he has great skill in reading and weaving the symbols of the Holding shelters, and the messages coded into them. Sees himself as dynamic and forceful, a perception not necessarily shared by others. Knows that membership in the Scribes is in his Yet, and hopes for high adventure in other times and places.

Span 1 Frag 0 Fraternity n/a

B 3 M 5 Q 5

Benefit Speed Reader (Trade tokens; Ethuvan I symbology)

Skills Etiquette (Ethuvan I) J7 Projectile Weapon (sling) J5 Weaving (Ethuvan I) M8

Chana Feren Getroi

Of the Full Moon clan (Chemrath Denaan), she seems gossipy and fey to levellers—a persona Dael Irian Iriyani, who is grooming her as the mentor of the subsequent corner, has encouraged her to develop as a subterfuge. In fact, she has a talent for planting rumours and innuendo worthy of one of the Tiroich Derich. It is in her Yet to marry into the Mirim Yedoi, something she does not regard with joy since her husbands and wife denigrate her for her childlike exuberance. She does, however, make the best of it anyone could. It is also in her Yet to make up for it by spending much Age in the Piscean, at the court of Louis XIV, the Sun King, where she amuses herself at the intrigue-ridden Palace of Versailles—though once or twice the local French corner is less than delighted by her antics.

Span 1 Frag 0 Fraternity n/a

B 2 M 6 Q 6

Benefit Photographic Memory

Skills Dreaming A7 Etiquette (Ethuvan I) A7 Investigation (Froon/Gossip) A7 Swindle (Innuendo)

J8

Golil Endara Eliak

Of the Mirim Yedoi (Waning Moon), he spends more Age as a spanner than anyone in the corner except Dael Irian Iriyani. Tall—for one of the Ethuvan I—and big-bellied, he is a self-proclaimed sensualist, delighting in food, drink, fine clothes and sex. Somewhat rigid in his thinking, he finds it difficult to maintain his Span book with accuracy, and several times accidentally frags members of the corner. Dael Irian Iriyani sometimes loses her patience with him to the degree where she feels he deserves physical punishment in the form a few wicked punches—a grave disgrace for Golil, and painful. But it remains his assumption that he will gain very high levels of Span, and that he will join the Antiquarians at some time in his Yet. In fact, none of the corner ever encounter him at anything higher than Span 2.

Span 1 Frag 1 Fraternity n/a

B 4 M 3 Q 4

Benefits Herb Affinity, Lucky

Limit Bad habit (self-indulgent)

Skills Art (Ethuvan I Cooking) M7 Etiquette

(Ethuvan I) N3 Oral History (Toolmaking) A4

Stealth (Evasion) N5 Swindle (Mooch) M7 Unarmed

Combat (Wrestling) J6

Enemies**Anzir Sephin**

He leads a small group of narcissists and their leveller dupes who are trying to resurrect the Hunt of the Sun in the valley of the Ethuvan I. The levellers believe they are engaged in Sun worship, and that by catching the Sun they can become its beloved people. In fact, Anzir meets with SunRender himself on a regular basis to plan the best moment in the Ethuvan

centuries to attempt a stellar collapse.

Span 4 Frag 2

B 8 M 8 Q 9

Benefits Sense of Direction, (Photographic Memory)

Skills Dreaming G13 Etiquette (Ethuvan I) G14

Hypnosis G13 Melee Weapon (bronze-headed staff)

G12 Science (Astronomy) G16 Science

(Astrophysics) G14

Kadrin Tayro Emoch

Apprenticed to King Motrash's chief advisor, he is envious of those around him—envious of the greater negotiating skills of his master, of his brothers' happier marriages, and most of all of the abundant wealth of the King and the visiting clients. He does not really believe in the aim of the Hunt of the Sun as explained to him by Anzir Sephin, but believes he can shape a world where all the delights are his alone.

Span 2 Frag 0

B 5 M 5 Q 7

Benefit Connections

Skills Dreaming J9 Etiquette (Ethuvan I & neighbors)

M8 Finance (Tauran Trade Negotiations) J7

Hypnosis J9 Melee Weapon (club) J7 Melee Weapon

(copper/bronze knife) M8 Swindle G11

Feriath Aliat Terash

She is the leveller wife of King Motrach's nephew-heir, Kirim Entaj Mohil. In her youth, she is the lover of Neha Rahun, a visiting client and secret sun-worshipper, who converts her. For thirty years of her Age, she conceals her secret, working clandestinely to bring the Ethuvan I back to what she regards as the true religion. She does not regard this as treachery; nor is she aware of the Continuum, spanning, narcissism or the true meaning of the Hunt of the Sun.

Span 0 Frag 0

B 3 M 4 Q 6

Benefits Extraordinary Beauty, Fame

Limit Anosmia (No sense of smell/taste)

Skills Dreaming N6 Etiquette (Ethuvan I & neighbors)

G9 Swindle G12

Ariesian

2000 - 1 BC

Cf. C°NTINUUM, pg. 208

In spite of the successes of earlier city-states such as Maihur Riki and Jericho, it is in the Ariesian era that level civilization begins its steady growth toward the stars. The founding of Ur is a critical turning point, even from the standpoint of archaeologists at the Aquarian cusp.

Spanners who have traveled widely agree that the impermanence of earlier cities is largely due to the changing weather patterns brought about by the ebb and flow of the polar ice. By the Ariesian era, these have retreated, and construction and trade routes can achieve a degree of permanence.

Dominating much of the trade during the Ariesian Era is, of course, Hat-Kaptah, the civilization that grew up along the valley of the Nwy, or Nile. As a culture, it has a certain glamour, which perseveres into level memory and creates a fascination with "ancient Egypt". Antiquarians have commented that the sheer volume of art produced by the Hat-Kaptahans is largely behind the "Egypt craze"; it is in theory possible for every Piscean family of means to have a piece of faience or a statuette in their curio cabinet. Throughout the Piscean era, Egypt has been pillaged for these trinkets, and it has greatly confused the archaeological record; while such clarity is not a real problem for the Continuum, it remains an important defense against narcissist recruits in the Piscean from disrupting this critical and strategically-placed link of the Societies.

Main Fraternal Corners and Activities:

Antiquarians- *'Kopros Athenoi'* (360 - 294 BC) Macedon Picking up a large number of curios in the wake of Alexander's campaign— and not incidentally increasing his lasting fame

Dreamers- *'Long Land Dreaming'* (throughout) Australia *'Pyth'/'Oraklos Dalphe'* (throughout) Most Societies within a thousand miles come into their own with the guidance of this corner.

Engineers- *'Axabeneixa'* (555 - 431 BC) Engineers under Xerxes, most noted for the crossing of the Hellespont and work at the capital, Persepolis

Foxhorn- *'Dies Magni'* (618 BC - AD 432) Roma - Rome. Gladiators. Legions. 'Nuff said.

Midwives- *'Cha me hedipa'* (997 BC - AD 762) Setting in motion certain cultural norms that lead to Mayan population troubles

Moneychangers- *'Iakka Pneima'* (1872 - 1567 BC) Kena'ani - Acting as a kind of Ariesian insurance agency, Iakka Pneima makes sure the boats run on time

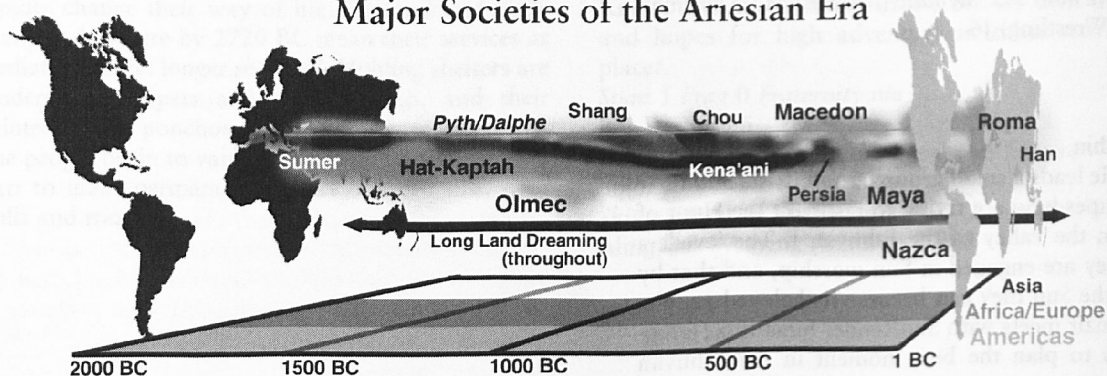
Physicians- *'Keramos Aesclepidae'* (990 - 182 BC) Kos- Foundations of Piscean Western medicine

Quicker- *'Ch'ien'* (522 - 457 BC) Chou - Few understand how many wish to disrupt the peace of Khu Fu's best students

Scribes- *'Museum, Sarapeum et Caesareum'* (285 BC - AD 690) Overseeing the Library of Alexandria; in its early years, a very frequent target for narcissist attacks— even as they make up a large portion of the clientele...

Thespians- *'Shih Tuan'* (260 - 210 BC) Ch'in - Shih Huang Ti is a tough room, all by himself.

Major Societies of the Ariesian Era



If Hat-Kaptah provides later cultures with an enduring standard of beauty, then Kalliste (Piscean Thera) is the crucible where the standards of human thought are first phrased. Originally a Vayan settlement on a Mediterranean island, it grows to be a center of learning and philosophy. Many of the triumphs of the Greeks in this area are in fact rephrasings of Kallistan achievement. Kalliste's explosion in 1627 BC does not kill many of its people. The best minds leave and enrich other cities around the Mediterranean, and ultimately lead to the sophistication of the Greek city-states.

The Sumerian city-states make remarkable discoveries in record-keeping and organization. It allows them to develop a network of cities that communicate and agree, or disagree, on policy. This network spreads deep into Asia, up to the Indus River settlement of Mohenjo-Daro. While each city-state is different, and has its own goals and social flavor, the *modus operandi* of culture it practices is essentially the one set for it by Ur's example.

The civilization that develops on the Yellow River is quite separate from the other cultures; although contact still persists along the old Eurasian trade route, grown more difficult but still the best means of achieving passage. While it is a discrete political entity, the city of Ah-yang maintains a closer association with the less advanced cultures around it; it has nominal control over a vast area, settled by farmers and hunters, who are not urban but share language and many social mores with the capital.

Expanding population throughout the Era creates a radical shift in culture itself, at the most basic levels. Suddenly there are enough people in the world to thoroughly man an international trade network. This, in turn, allows individuals to devote themselves to secular trades; while in earlier eras, farming and fishing have demanded some degree of specialization, in the Ariesian small communities have enough manpower to allow talented individuals to specialize in non-critical functions. There are cosmeticians, painters, entertainers, doctors, lawyers, and so forth, performing their one function throughout their lives, and thus becoming uniquely skilled in it. Although in earlier Eras, this was possible in great centers like Maihur Riki and Vielavayan, it was never feasible on the small-town level. The invention of the professional leads to the rise of wide-scale resentment and/or envy of the wealthy and leisured, a dichotomy that lasts into the early Aquarian.

Another kind of specialist emerges in this Era: the professional soldier. While this is certainly a necessary function, given human nature, the need to raise an army was satisfied in early Eras by calling upon able-bodied men from other walks of life. Beginning with Enmerkar, 3047 BC, standing armies slowly become the norm. The existence of the army breeds, in turn, a warlike stance among the nations; the soldiers themselves, used to a life of plenty based upon their ability to fight, are an unwieldy group to keep

disciplined in time of peace. By definition, they are the strongest and best armed members of the community. No ruler wants to ask them to turn their swords into ploughshares, and in so doing relinquish their high standard of living. It is easier politically for kings to pick fights with their neighbors, and give their soldiers something to do to keep them busy. The advent of widespread iron use allows the creation of weapons as permanent as the standing armies that wield them.

This is the social transition that made the structures of the Persian, then the Roman tribes possible. In the case of both these Societies, there is a turning from independent city-states to one large nation, that pools the resources of the smaller units and in return allows them to maintain certain autonomies on the day-to-day level. War is the threat that makes large societies possible. To avoid war, or to mark the winning of a war, treaties are invented. To follow up upon the contract of the treaty, larger government systems are invented and instituted.

The key behind the concept of patriotism is the idea that there are other countries that are strong, but not like home. If there were no histories of Alexander or Egypt, a Roman's feelings about his *patria* would have all of the warmth, but far less of the idealized, extrapolated power to move him.

At the same time, the growth of larger cities allows for the pooling of information. Instead of an independent healer or astronomer working alone, libraries and temples grow up, that provide a locus for the academically skilled to gravitate to. This gives rise to Hat-Kaptahan medicine, Greek philosophy and drama, and Roman engineering. The Mediterranean provides an easy transportation hub; it is difficult to move armies across it, but it is quite easy to move trade goods, or one scholar with a Promethean idea, across the wine-dark sea.

In comparison, the Society of the Shang (1766 - 1013 BC) evolves by providing surrounding communities with one bright beacon to gravitate to. The same social divisions take place as in the West, with a military elite rising to protect the ruler and his immediate subordinates. Their predecessors, the Siasia (Hsia) peoples learn to make bronze in 1822 BC, with use of this technology becoming common by 1750. The concept of slavery, difficult to enforce in earlier eras due to low population, also becomes standard among the Shang first, as the capital recruits laborers from its satellite communities.

The Chou conquer the Shang in the 11th Century BC, expand their borders, and begin to develop a form of feudalism. This devolves over many centuries, through the Spring-and-Autumn period (722-481 BC). The extended lack of central order allows the teachings of Khu Fu and the proselytism of Buddhists to seem very welcome, and helped found the models of Piscean Asian states, the unifying Chi'in (328 - 206 BC) and the bureaucratic Han (140 BC - AD 220).

Chapter II: The Eras

Further Information: A Gamemaster's Treasury of Time

Hat-Kaptah [Egypt] (3171 BC - AD 212)

The Ebb and Flow of Gods

This Society has roots deep in the Tauran, and always wrestling with angry and confused refugees and warriors from Antedesertium.

Various cities of the Nwy floodplain gain pre-eminence at different levels of pharaonic rule. *Hat-Kaptah* is but one of the ancient names for the Old Kingdom capital of Memphis, and not even the most ancient one in the Society. It is, however the name from which *Egypt* ultimately derives, and the most popular among visitors. Native levellers usually refer to their land as *Kemet* 'Black Land' from the color of river soil.

The importance of the annual Nwy flooding (June) cannot be understressed. Not only does it provide for agriculture on an unprecedented scale, but the very rhythm of the seasons amid the clarity of the skies allows for a wealth of astronomical knowledge, and interest in timekeeping, making *Hat-Kaptah* easier for spanners to navigate.

The Dynastic divisions found in Piscean history books can be traced back to Manetho, a priest-scribe (341-277 BC¹⁵) fragments of whose compendium of work is all that survives in translation between the burning of the Caesareum (AD 415) the discovery of the Rosetta Stone (AD 1799). *Hat-Kapthans* are very aware of their many dynasties, of course, and the kingdom's immense antiquity spurs domestic and foreign tourism as early as the 1890s BC.

Hat-Kaptah	1800 BC Middle Kingdom, Dynasty 12 Nineteenth Year Amenemhet III	1200 BC New Kingdom, Dynasty 19 Fifth Year Seti II	600 BC Late Period, Dynasty 26 Tenth Year Necho II
population	1,750,000+	3,000,000+	6,500,000+
language	Middle Egyptian	Late Egyptian	Demotic (cursive) script replaces hieratic in all but religious script
art	Magnificent hard stone workmanship for the court, shoddier piece-work for most people's votives; experiments in modelling	Victory poem of Menerptah (r. 1213-04) mentions an earlier victory: "Israel has no seed."	Stagnant artistic styles refreshed through new contact with the Hellenes.
dress & furnishings	Draped linen clothes, not unlike most neighboring Societies; leather tawing	Temples of the gods are more important than palaces or even tombs— that's why pharaoh is sure to put his image on temples, too.	Most clothes are comfortable; sewn armholes instead of draped linen a welcome innovation
commerce	Most affairs are under the jurisdiction of the two Viceregerents, since the officeholders have overseen the entire bureaucracy for 30 years	Quarrying has a death rate among free workers of over 10%	After losing our Asian provinces, Pharaoh Necho is concentrating on trade with the Hellenes, who pay silver for grain
tech	Large irrigation schemes, and massive rebuilding keep the ancient traditions of engineering and surveying alive	Iron weapons	Canal begun between the Nwy and the Red Sea; expedition successfully circumnavigates Africa
zeitgeist	The kings have reversed the setbacks of centuries past, and made <i>Hat-Kaptah</i> indisputably the center of the world	Rural living is praised by urban elite, and agricultural peasants envy (but obey) their lettered betters	If these wars with Babylon keep mutilating our sons, we'll have to hire mercenaries just to guard the borders
mores	Be valiant in war, forgiving in peace. Each action to its time, and every thing to its place	In this time of a divided throne, dissent is not tolerated in public; keep your differences with powerful men to yourself	Priestly works and offering are more important than the secular— though priests hold administrative posts as well
enemies	Tribes in Libya and Asia are no match for our brave, invincible pharaoh	Amenmeses has usurped Nubia and Upper <i>Hat-Kaptah</i> . The Hu (Hittites) no longer enemies; main threat are Meshwesh barbarians	Nebuchadnezzar drove us out of Syria & Palestine (605), tried to invade (601); the Assyrians can't hold off both him & the Medes
myth	All men who are worthy have the promise of immortality through assimilation with Osiris	The Book of the Dead copied for funerary scrolls	Set proclaimed god of foreign lands; animal cults gaining a new degree of success

¹⁵Dates unattested by levellers at the Piscean cusp. —Editor.

Vast amounts have been written on 'Egypt', and are readily accessible by GMs and players alike. The period focussed on here is during the reign of Ramesses II, but much of the prosperity suggested herein is a predict of the heyday of the archeological Middle Kingdom, Dynasty 19.

A NOTE ON HAT-KAPTAH CHRONOLOGY

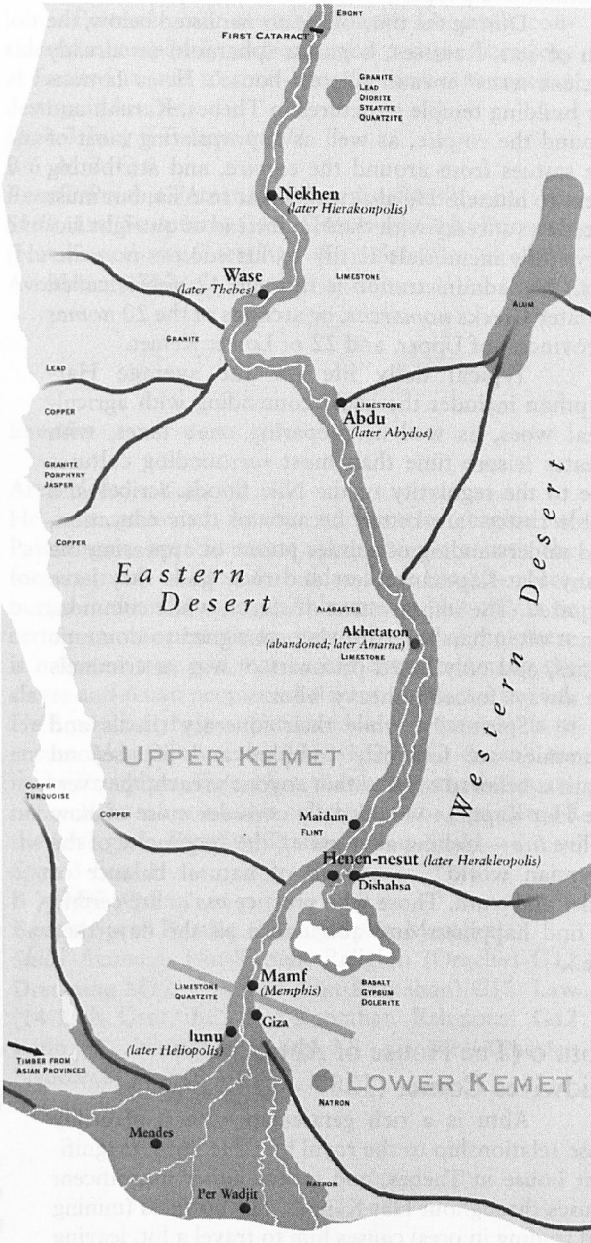
The Egyptian chronology the authors have settled on for CONTINUUM is one accepted by mainstream archaeologists. The authors had been preparing chronologies loosely based on one postulated by Dr. David Rohl— but since even Dr. Rohl has only a few mileposts cataloged for his revised chronology, the burden of recalculating an entire Era would repeatedly fall on the gamer.

GMs can depend on the wealth of published material of the traditional chronology, to simplify research. The history of the neighbors of Hat-Kaptah, notably the Hebrews, remain at the mercy of the pharaonic timeline. GMs interested in playing in a true-to-history Levantine setting can either opt for an 'Arthurian' build-up of the House of David and power of Solomon, and have players discover that these guys were really only hill chieftains with centuries of legend grown around them, or do as many Egyptologists at the Aquarian Cusp do and eliminate these kingdoms altogether, since under the standard chronology they are not attested to outside the Bible.

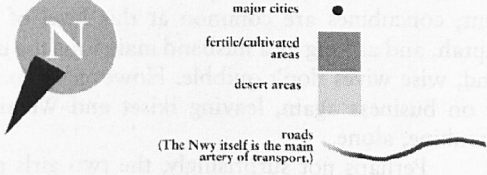
The authors were primarily interested in Rohl as opposed to other revisionists because he's daring enough to challenge the shaky prime sources from the AD 19th Century. It also would have allowed for more fresh invention, not the least of which is making room for those entertaining Hebrew kingdoms in the archaeological record.

In a century where carting artifacts home overseas as souvenirs, and dynamiting the Great Pyramid to explore a vent hole are considered appropriate scientific methods, it should come as no great surprise if mistakes in the Egyptian chronology were made. What seems surprising is that few corrections were ever introduced in the Piscean. It would be as if traditional medicine or Newtonian physics had met no serious challenges in the AD 20th Century. Many other branches of archaeology would find their chronologies constantly reassessed, but not Egyptology.

Comparative DNA and linguistic studies should bring much of the 'true' chronology into correct perspective by the Hour of the Inheritance. The Continuum has assured the authors that no chronology available to us at this writing is wholly accurate, and that this is as it should be: Hat-Kaptah is a critical cornerstone of the Societies, not least because of its physical proximity to the realms of old Antedesertium. Keeping precise information about the time of this Society out of the easy reach of the many narcissist recruits at the Aquarian Cusp is precisely the point. Spanners wishing to visit should certainly inquire ahead.



Hat-Kaptah Kemet— Nwy River Valley 1250 BC



The terms 'Upper' and 'Lower' Kemet (Egypt) hold a special connotation for native spanners ceaselessly on the watch for insurgents from Antedesertium.

Pharaoh and people

During the time of the corner listed below, the son of Seti, Ramesses, is *par'aa* (pharaoh) an already ancient term¹⁶ meaning 'great-house'. He is famous for building temple structures in Thebes, Karnak and around the empire, as well as appropriating most of the statues from around the empire, and attributing them to himself. He also wages war in Asia, but must accede to a treaty with the Hu, instead of outright victory. (His memorials testify to his success nonetheless.) His administration is through 42 nobles called by later Greeks *nomarchs*, or archons of the 20 *nomes* (provinces) of Upper, and 22 of Lower Kemet.

Typical daily life for the average Hat-Kapthian includes the usual contending with agricultural woes, as well as preparing one's taxes, with greater leisure time than most surrounding cultures due to the regularity of the Nile floods. Scribes and noble castes fare better, because of their education, and understanding of subtler points of appeasing the many Hat-Kapthian desert and river gods they have acquired. The impressment of slaves, while common, is not often harsh, most being consigned to domestic duties, and only hated prisoners of war or criminals are always forced to heavy labor.

Spiritually, while their funerary rituals and mummies are famously complex and life beyond death is believed to be within anyone's reach, the average Hat-Kapthian would daily consider more of how to live *life*—seeking after *ma'at*, the "equipoise of the Egyptian world"¹⁷—a kind of natural balance of order and truth. Those who practice *ma'at* are certain to find happiness and abundance all the days they live...

Abtu'o (The House of Abtu)**Midwives Corner (1287 - 1242 BC)**

Abtu is a rich gentleman with a plausibly close relationship to the royal line. He has a magnificent house in Thebes, and several other magnificent houses throughout Hat-Kaptah. His business (mining and trading in ores) causes him to travel a lot, leaving his beautiful wife Ikiset at home.

The corner's inception can be traced to the day when Abtu brought home a concubine and installed her in comfort in the slaves' wing of the house in Thebes. Ikiset was patient with this arrangement; concubines are common at this level of Hat-Kaptah, and as long as a husband maintains the upper hand, wise wives don't quibble. However Abtu went off on business again, leaving Ikiset and Werai, the concubine, alone.

Perhaps not surprisingly, the two girls made friends. Werai was from a distant reach of the empire, considerably darker and very exotic; she was beautiful and told funny jokes. And she had a funny way of always knowing when something was going to happen. Pretty soon Ikiset was developing a similar perspective on life.

Abtu was at first pleased to find out his household was running smoothly, but he began to be a little irritated by the way his women seemed to be one step ahead of him. Hat-Kaptahan male ethic at this time demands that he ignore these feelings, as they are tantamount to an admission of weakness. So he chose rather to spend more time traveling.

Abtu's house has a big, luxuriant area for house slaves; although less opulent than the section for the family, there is room there for several people to live in great comfort. Shortly after his bringing Werai home, Abtu remarked that Ikiset seemed to have gotten some new slaves of her own; although he did not entirely approve, domestic servants are the wife's province, and a wise husband doesn't quibble. Since Abtu doesn't spend much time in Thebes, he is little bothered by the fact that his slaves are rather more self-assured than usual, and sometimes dress strangely. Slaves tend to stay in the slaves' quarters, at least when he's home.

Eventually Werai and Ikiset have children, as is expected of them. However, since they are Abtu's children, they are housed formally in the "family" section of the house, and never see anything an Hat-Kaptahan child shouldn't see.

This corner has the advantage of being at the heart of Thebes, and any comings and goings can be logically explained. Abtu pays for a nice spread for his household, and his wife aptly handles all questions regarding the staff.

The corner is run by Werai and Ikiset as a kind of hostel for travellers from around time. While technically a Midwives corner (since Werai and Ikiset's social skills are famous for getting people to meet—and divining happy marriages) it is as much a mixed bag of sightseeing travellers and local hangers-on as anything else.

Ikiset, Mistress of the House

While a perfect hostess, Ikiset also can be very commanding of spanner guests who take too much liberty with Abtu's belongings—or, more likely, get carried away with the local comforts and careless with the Fourth Maxim.

Span 4 Frag 0 Fraternity Midwives

B 10 M 11 Q 14

Benefits Connections, (Photographic Memory, Shift Sight)

Skills Acumen: Hat-Kaptah Housekeeping (Mistress) [M] G15 Acumen: Hat-Kaptah Religion (Oracles) [Q] G18 Etiquette (Ariesian) M14 Etiquette (Hat-Kaptah Dynasty 19) G16 Etiquette (Piscean) M14 Etiquette (Tauran) M14 Languages (Most Ariesian) M14 Languages (Most Piscean) J13 Languages (Most Tauran) J13 Stealth (Evasion) G19

Werai

Werai is very content to sit back and let guests make complete asses of themselves, even to get into enough trouble to be on the verge of leveller execution before she will step in to 'help'. Her seemingly

whimsical attitude really derives from a serious drive to teach any fools she meets how truly bound they are by the traditions of Hat-Kaptah and the Continuum, as she was bound to this House.

Span 3 Frag 0 Fraternity Midwives

B 8 M 12 Q 13

Benefits Extraordinary Beauty (Photographic Memory, Shift Sight)

Skills Acumen: Hat-Kaptah Housekeeping (Slave) [M] G14 Art (Satire) G17 Etiquette (Hat-Kaptah Dynasty 19) G16 Languages (Most Ariesian) M15 Languages (Most Piscean) J14 Languages (Most Tauran) J14 Swindle (Innuendo) G17

The following are spanners who come to stay a brief while, and discover they never leave. Thus, they are members of this strange, famous corner...

Uk-lu

Comes from Raleliu (India) as an entertaining curiosity: His people (the Aleleika, 1430s BC) have a long tradition of raising acolytes whose sole purpose is to perform, while in public, as an incarnation of a lesser god, in an instructory manner. In 1270s Hat-Kaptah, this is an unheard-of novelty, despite the kingdom's wealth of gods.

Span 3 Frag 0 Fraternity Thespian

B 10 M 9 Q 10

Benefits Fame, (Photographic Memory, Shift Sight)

Skills Acumen: Theology (Ariesian & Piscean) [Q] M12 Art (Acting) G14 Art (Costuming) M13 Art (Dance) G14 Languages (Most Ariesian) J11

Enet Shub-to

A very beautiful girl from a fairly noble, if rustic family, Enet is not pure Hat-Kapthan "not on the main line" (of descent). She is a lighthearted, funny Engineer, extremely intelligent, and capable. Plays up her beauty for what she knows about Hat-Kaptah in certain social situations. Enet is fond of engineering pranks (*a la* Rube Goldberg): One involves a "sand trap" in a tomb that instead of burying them, lets the "raiders" escape through the tunnel the sand fell from (but utterly blocks further penetration). Occasionally (to her), she's a member of a harem somewhere: "As long as it stays fun."

Span 3 Frag 0 Fraternity Engineers

B 7 M 10 Q 11

Benefits Math Wiz, (Photographic Memory, Shift Sight)

Skills Art (Cosmetics, Hat-Kaptahan) M14 Engineering (13th Cent. BC Hat-Kaptahan) G14 Engineering (AD 1st Cent. Roman) M13

Ontu

He's middle-aged, never did much worth a damn—invited because some spanners liked his art— he builds weird monuments out in the desert out of fragile materials. He says they're for his wife who died in childbirth with their third child. He's slightly mad; now his sculptures are all around spacetime.

Someone's been posted to keep an eye on him. Won't join a Fraternity out of stubbornness. Generally considered a completely useless person, but the occasional Exalted is said to treat him like he has a massive destiny in his Yet.

Span 3 Frag 0 Fraternity n/a

B 6 M 7 Q 8

Benefit Psychic Potential: Telepathy, Pyrokinesis

Skills Art (Sculpture) G14 Dreaming G12 Etiquette (Hat-Kaptahan Guesting) J9 Stealth (Creditor Avoidance) G12

Enemies

Aren-Nefr

He is a priest of Anubis in Ramsses' capital of Paramesses, but his secret sympathies are with the forgotten cult of Aten, forbidden these last 80+ years, buried in the new ruins of Akhentaton. Not only is he certain (from speaking to certain Pisceans) that there is only one true god, but he has contacts among the slaves and Asian peoples who want to effect a revival. He'll use their help— but his idea of a 'revival' is to ensure Akhenaton (rules 1353-1336 BC) doesn't die in the first place. Ever. Now that he's learned of spanner tech, he takes it as his solemn duty to eliminate *all* the false gods. Eternity! Praise the Sun-Disk!

Span 3 Frag 1

B 7 M 7 Q 9

Benefit Speed Reader, (Photographic Memory)

Skills Acumen: Hat-Kaptah Religion (Oracles) G12 Dreaming M12 Etiquette (Hat-Kaptahan) G11 Law (14-13th Cent. BC. Hat-Kaptahan Religious) G12 Latin A8 Nipponese (Late) A8 Science (Aquarian Nanotech) J9

Piscean

AD 1 - 2000

Cf. C°NTINUUM, pg. 208

As Asia field tests many sciences and technologies, Europe evolves from the backyard of empires to the master of them, as its internecine wars teach it how to conquer, then nearly destroy, the world.

In the Piscean Era, level culture once again takes on the character of an experiment. This is the era that sees the rise of industrialization, the growth of a global economy, and the first sally into space. Mankind knows its true physical extent for the first time, and the seeds are planted for the triumphs of the Aquarian.

At the beginning of the Era, the Ariesian structures and institutions are still firmly in place. Challenges to them rise quickly, however. Yeshua's level followers come to dominate Roma and its successors. A monastic structure develops in the province of Egypt, designed to provide a quiet life for contemplatives, and spreads throughout Europe by the AD Sixth Century. More than the primary ecclesiastical hierarchy, these orders preserve and recreate a tradition of lost wisdom and knowledge that explodes with the desire to restore and surpass ancient glories in the years of the Rebirth ('Renaissance', circa AD 1453-1527.)

Plainly the most defining element of the Piscean is what comes to known as the Wars of Monotheism. Aquarian scholars debate whether early Christian martyrdoms are the harbingers of this extended fight over the definition of the unity of the universe. Islam (AD 622) and Protestantism (after AD 1517) are both born of war or the fear of war, and the

Selected Fraternal Corners and Activities:

Antiquarians- *'Swap Meet'* (AD 1933 - 2019) United States - Growing over the years from humble beginnings, this huge flea market has more in it than the average person would know

Dreamers- *'Long Land Dreaming'* (through AD 1683) Australia; *'Oraklos Dalphe'* (through AD 394)

Engineers- *'Level 1'* (AD 1932 - 2002) United States - Sharing time and responsibilities with the Physicians, Foxhorn, and the Quicker around those nuclear weapons

Foxhorn- *'The Hunt Club'* (AD 1797 - 1919) Britain - Foremost strategic planning center this side of the Virgin Era

Midwives- *'Helpers Ass'n of Washington'* (AD 1937 - 2017) United States - Deeply involved in both camps of the abortion debate

Moneychangers- *'Shrift'* (AD 997 - 1216) Saxony - A Hanseatic corner guarding against attempts on the balance of wealth among principalities

Physicians- *'New You'* (AD 1949 - 2043) United States - No one is surprised if you walk into Hollywood, and walk out looking very different

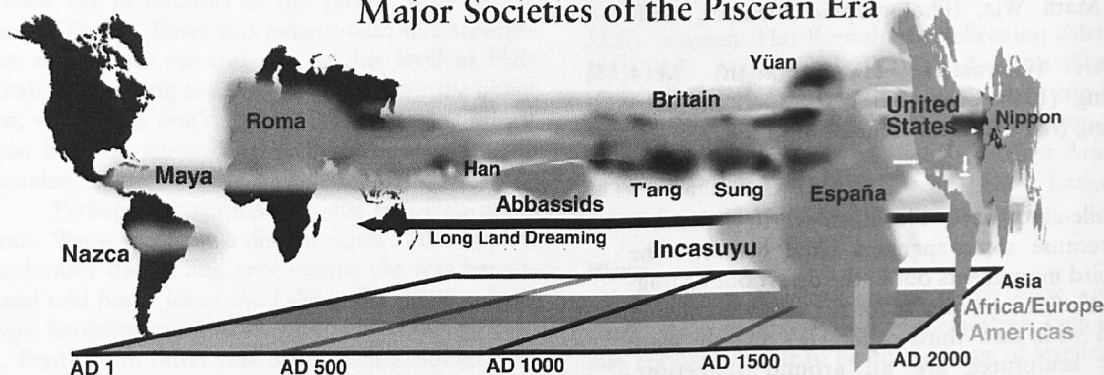
Quicker- *'Twelve Lucky Apes'* (AD 1850 - 1911) Manchu China - In the British sector of Shanghai, this small medicine shop awaits all sorts of terrorists

Scribes- *'The Rousers'* (AD 1597 - 1616) Britain - primarily a Novice corner of gifted Scribal types...

'Retry' (AD 1968 - 2014) Australia - Hackers that don't get caught unless they're supposed to

Thespians- *'Atl echiechi Atl'* (AD 1376 - 1482) Aztec - Studies the pagentry of ritual and the ball game makes for a healthy rivalry with local Foxhorns

Major Societies of the Piscean Era



majority of Piscean conflicts can be defined as religious even when the causes are economic or other ethnic tension. The resistance of Hindu and animistic peoples to this profound change are dwarfed by the centuries-long change in perspective from local to global. Like schools of fish, from many into one. The socialist and nationalist conflicts at the end of the Era are extensions of the monotheistic model.

In Asia, Mahayana Buddhism spreads from India and throughout Han, and quickly moves on to Chosen and Nippon. This creates a bridge between people of different heritage, and a forum for discussion between strangers.

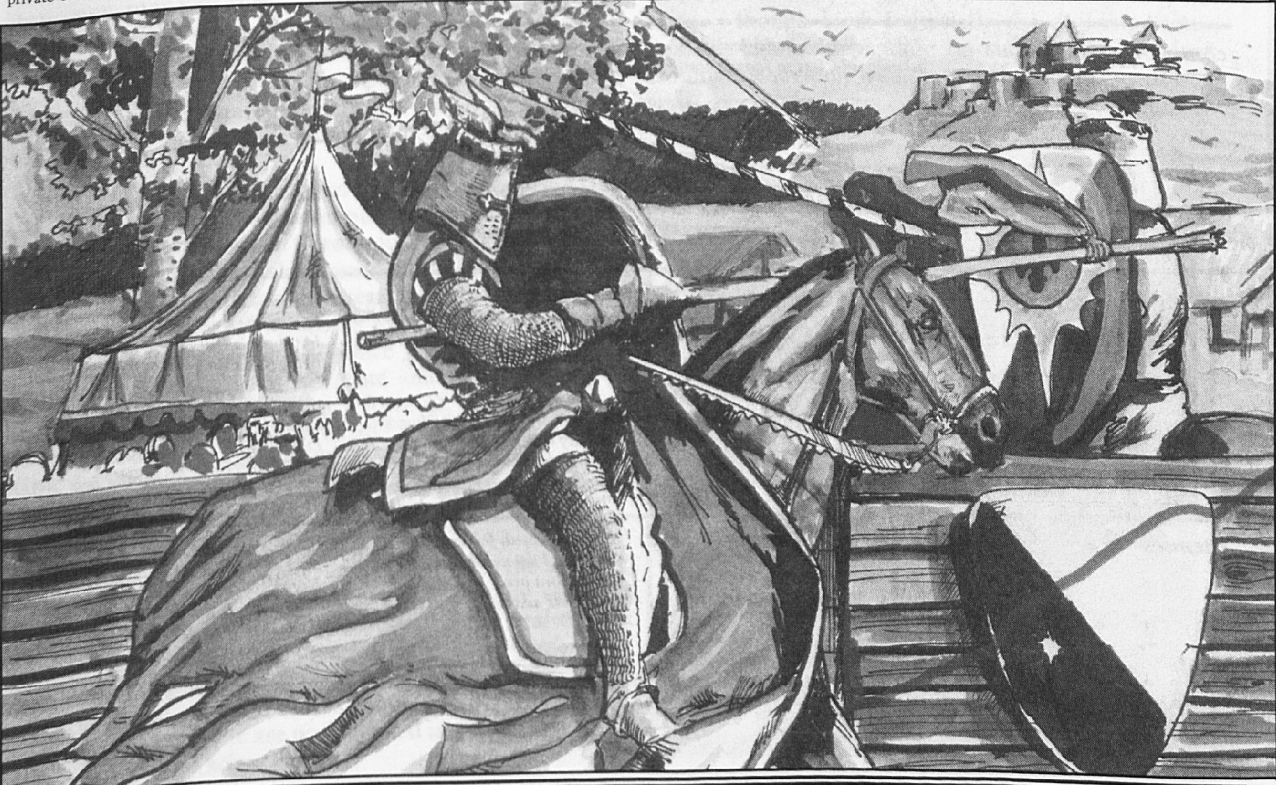
In the western hemisphere, the Maya, the Chibcha, the Aztecs, and the Inca rise in their turn; castes evolve into specialization of duties, and commerce spreads throughout the hemisphere. Centers of learning grow in Africa, and spread to the Moslem empires; in the second half of the Era, the Crusades bring this learning to Europe. A rising faith that the world is a place of order rather than a backwater of chaotic eddies leads to scientific method, tried falteringly by individuals of vision in previous eras, which becomes the standard and ideal of formal inquiry.

As the population grows, colonial expansion brings people of varying racial types, languages, and philosophies to all continents. Industrialization grants

property to the lower and middle classes to some Societies, while forcing all others to come out of isolation. Ultimately, the fruit of the Piscean is the change it brings about in the level mindset; with liquid commerce flowing throughout the planet, and a surplus of wealth for a vast population, mankind has the opportunity, for the first time, to establish a series of universal mores that are benevolent, genteel, and optimistic at the same time. By the time computers and the internet are designed, most level people genuinely greet a stranger with the hope that he will be a friend, and believe that they have a right to devise an opinion of their own on any subject.

Being a Piscean creation, the C^oN^oTINuum game arrives with modest interest in roleplaying circles. While forces of syncretism that drive the Aquarian are already in place, the importance of entertainment and games at the end of the Piscean underscore the dissociation between human beings and the vibrant flow of time around them. Even as Aquarian Cusp science begins to be able to date and record ancient bodies to within days of their deaths, the popular imagination remains in keeping past people and events in a kind of nostalgic fairyland smoke, and imagining fantastic advances as being the stuff of science fiction futures. As the difference between these futures and the 'present' narrows to the vanishing point, the awareness that the 'past' is alive and well can no longer be escaped. But the embracing of time travel's reality is still only prepared for here.

Wakewits the Younger, (b. AD 1213)
Sketches of Tournaments of the 14th Century
ink & wash
private collection



Artwork ©2000 Bryon Wackwitz

Chapter II: The Eras

Further Information: A Gamemaster's Treasury of Time

España (AD 419 - 2097)
Conquering and to Conquer

The history of España is undoubtedly one of the most culturally rich of the Piscean. With roots in Ariesian Phoenicia, Carthage and Rome, its reach branches throughout the Piscean to directly influence events in Byzantium, Abbasids, Azteca, Britain, Incasuyu, Zhugguo, Nihon, and United States, to name but a few.

The Greatest Game acknowledges that the roots of Spain lay in the 420s BC with the Visigothic kingdoms. España enjoys its first taste of self-governance being a claim for its recognition as a Society.

But its earliest roots border Rome at the long-standing cities of Baetica. These Roman trade towns retain an urban culture well into what Pisceans call

the Dark Ages, maintaining contact with the Byzantines, and trade with the rising powers of Islam.

Baetica (AD 419 - 710)

Baetica is that area of southern Spain known in the late Piscean era as Andalucia. Its fertile interior basin, which is watered by the Baetis (Guadquivir) river, is guarded to the north by the mountains of the Sierra Morena and to the east and south by the Cordillera Baetica.

Hispalis (known as Sevilla in the late Piscean) is one of the most important cities of Baetica. It is founded by Julius Caesar in 43 BC, who captures the town from the Iberian tribes who live along the banks of the Baetis. However, in the late fourth and early fifth centuries Germanic tribes intrude, including the Suevi, Vandals and Alans.

At its height as a Roman town, Hispalis

España	AD 1000	AD 1500	AD 2000
<i>population</i>	2,000,000+	4,840,000 (Castile 4,000,000; Aragon 840,000)	39,466,000
<i>language</i>	Ajami (Mozarabic), a Romance dialect spoken in areas of Iberia under Arab rule	Español, Castellano dialect, official language (after 1479); Catalan and Gallego also have strong literary traditions	Español
<i>art</i>	Mosaic styles of Granada some of the finest in the world; beautiful gamepiece boxes and other boxes ¹¹	Historic beginning of España's artistic Siglo de Oro (Golden Age).	"The most successful of Spain's popular singers is undoubtedly Julio Iglesias, but his appeal is to an older audience." —Encyc. Brit.
<i>dress & furnishings</i>	Armor is mail over padding.	Beginnings of Maximilian plate armor	Casual modern dress and modern appliances, as accepted throughout the West.
<i>commerce</i>	Trade flourishes under lenient Islamic rule, less so farther north	Treaty of Tordesillas divides all world commerce between España and Portugal June 7, 1494; papal blessing follows, 1506.	Early acceptance into European Community, but the country still fights endemic high unemployment
<i>tech</i>	Moors import most innovations: ancient Greek science texts available only in Arabic, with annotations	The General Study at Zaragoza, former capital of Aragon, begins to attract medical students; Catalan forge for iron smelting	Most successful industries include automotive manufacture and wine production
<i>zeitgeist</i>	Despite our divided land, our nations stand as a bulwark against the encroaching Saracen, lest they march north again	By the grace of God, we defeated Granada, now the New World is ours to rule; the heathens there are to be saved from Satan's grip	It's crazy to pretend the EU is having no effect on our way of life, but there is still plenty great about being Spanish!
<i>mores</i>	Feudal imports only beginning to take hold	Deviance from the True Church is not only heresy, but treason. Conquering the heathen gives our sons new land— this is God's reward.	Lunch is taken between 2-3 PM; Dinner 9-10, later in summer; the famous after-lunch siesta is less popular with the new commuters
<i>enemies</i>	Al-Malik of Cordoba pillages countryside; quarrelling Christian factions are slowly brought under the rule of Sancho III of Navarre	Moors defeated, Jews exiled (AD 1492) and the nobles tamed, the Trastámara are the second only to the Valois among European powers	"Key European gateway country for Latin American cocaine and North African hashish" —CIA World Factbook 1999
<i>myth</i>	Christ died on the cross for the sake of our sins, and rose from the dead to prove God's victory over this world.	Most native theologians, including the Inquisition, do not believe witchcraft exists; real concerns are heresy and lapsed Jewry	España has had no official state religion since AD 1978.

¹¹Prized by late Piscean spanners.

boasts a small (175' diameter) amphitheatre in which criminals (including Christians) are put to death by being forced to fight wild animals, several temples, and of course the public baths. Water for these is brought by aqueduct from some miles away, freeing Hispalis from the vagaries of the Baetis, which changes course several times during the Roman and Visigoth rule of the area.

Marriages are monogamous and are for the purpose of running an orderly household. Love and companionship within them are considered a bonus, not something to expect by right. Women are expected to stay at home and tend to their duties, though they may visit women friends if they have a chaperone, or the public baths if they stay in their own segregated section.

Many gods and goddesses were worshipped, including Jupiter and Diana. Other religions are tolerated, though Christians (who constitute at most ten percent of the population in the early years of Hispalis' history) are persecuted at certain periods, and so are the Jews. However, in AD 312, Emperor Constantine converts the Empire to Christianity—though this is neither instant nor complete, and Christianity exists alongside the older religions.

Slave-owning is common. Poor people may sell themselves, their children, or even their newborn infants into slavery. Children born of a slave-woman belong to her master, and it's common for them to be put out to die (as it is with girl children) or sold on.

Although Baetica is self-sufficient, supplying its own basic needs, Hispalis exports the olive oil for which the area is famous, wine, cereals and horses to the rest of the Empire. Though the aristocracy is financially independent, many of the lower classes are engaged in the production and trade of these commodities, as well as basic goods and services. However, many of them live outside the city walls.

Italica, a few miles to the north west, has a large military population. It also boasts the largest amphitheatre (arena)— where the Games, including wild animal fights, take place— in the Province, so many people like to visit it.

The Visigoths overrun Baetica in the early AD fifth century, having been employed by the Emperor to rid Spain of the other Germanic tribes— the Suevi, Vandals and Alans— who have settled there. It is the Imperial intention that they integrate with the Roman army, but this does not come about. Instead, they operate semi-independently. Once established as the rulers of Baetica, they integrate uneasily with the Hispano-Roman population. However, the Romans do not give up the territory easily; between 568 - 586 King Leogivild expels the Roman civil servants and begins the unification of the Iberian Peninsula, but it is not till the reign of Svintilla (621 - 631) that the Byzantines are finally ejected from Baetica.

In large part, the Visigoths take over the body of Roman law, though they remain culturally separate. Their own laws are mainly kept in the oral tradition, by *rachimburgs*— men designated to remember decisions and precedents. Unlike the Romans who precede them and the Arabs who follow them, the Visigoths as a people are uninterested in exploring art, architecture and science.

The Visigoths are Christians, of the Arian sect which does not recognize the divinity of Jesus. In 579, King Leovigild gives Baetica to his son Hermendgild, who converts to Catholicism. Hermendgild proclaims himself king at Hispalis and revolts against his father. Leovigild captures his son in 584 and reasserts Arianism as the state religion. He dies in 586, and the crown passes to his other son, Reccared. In 589 King Reccared converts to Catholicism, and this time the Visigoth kingdom accepts it. Arianism is brutally suppressed by Reccared.

However, throughout this time the common people remain attached to earlier religious practices. These, which include sorcery, divination (including astrology) and idolatry, are made punishable by flogging, seizure of goods, or by being sold into slavery. Slaves who indulge in such practices can be sold overseas.

Under Visigothic law, the king rules as an elective monarch— which gives rise to many factions and intrigues. But having been elected, he rules by divine right, though this is seen as being allowed by God for the benefit of the people, not the gratification of the his desires. The king regards himself as uniquely able to control ecclesiastical affairs, down to the smallest matter of doctrine or ritual.

Heretics are severely punished, and so are Jews, whose right to freedom of worship and travel is severely curtailed. In 589, laws are passed enabling their forced conversion. In 694, King Egica invents a story that the Jews in Spain are conspiring against Christianity, and all those who have not converted are sold into slavery.

Visigoth society is strictly divided by a caste system— there are upper class freemen, ordinary freemen and slaves. The law is very strict about what each class may do, and how transgressions will be treated. However, the caste a person belongs to is not fixed— though birth is initially the deciding factor, this can change depending on such things as talent, criminal behaviour, wealth, and the patronage of others— or even luck.



Slaves are also divided into types under the law. Crown slaves, in service to the king's officers, may administer large estates and wield considerable power. The more usual kind of slave are either bound to particular areas, but who are otherwise free; and those bound to a particular master. Despite this distinction, the two types of slave are, in practice, treated as more or less the same, particularly towards the late end of the Visigoth society.

Most slaves are born into that condition, but it is possible for a freeman to sell himself or a child into slavery, to be sold against his will, or to be forced into it as a punishment for crimes against his patronal family. Prisoners of war may also be made into slaves.

Despite draconian laws against them, and those who help them, runaways are common—so much so that a special measure is passed to handle the situation in 702. Rather than the sophisticated rules of evidence in use up to that point, a newly barbaric trial by boiling water is introduced to deal with them.

Among freemen, the male head of a household has almost unlimited authority, which passes to his widow upon his death. By 681 this has dwindled to the point where King Ervig issues a legal compilation setting down the rights and obligations the law allows.

Marriages are arranged by the head of the household, though women over the age of twenty assume responsibility for themselves. Betrothal precedes marriage, and is legally binding. Men are expected to pay dowry to their brides. Women therefore have some financial independence. There were also complex legal arrangements to stop women from being married off against their will, either by their parents or by those who had assumed responsibility for them.

Hispalis is particularly notable as the home of the Isidore, who became its Archbishop in 601. Born in 560 into a well-to-do Romano-Hispanic family that also produces three other Christian saints, he becomes famous for his learning. He presides over the Council of Sevilla in 619 and that of Toledo in 633, and is instrumental in converting the Visigoths from Arianism to Catholicism. He starts an educational movement in Sevilla, and recommends the founding of a school in every diocese in Spain, where students should be taught law and medicine, Hebrew and Greek, and the classics. In 600, he makes a collection of older Greek and Roman texts, and in 622 publishes his *Encyclopaedia*, which encompasses all the learning extant in the world at the time. Other books include histories of the world, of Spain, and of the Visigoths; and works on geography and astronomy, as well as religious texts.

In 710, King Witiza dies. Seeking an elective heir, the nobility divides into two factions—the supporters of Witiza's clan, and those who favor Roderick, another member of the high aristocracy.

When Roderick becomes king, Witiza's sons seek aid from the Muslims in North Africa. The Arab general Tarik defeats King Roderick at Xeres de la Frontera, but instead of helping the sons of King Witiza, he pushes on to take the capital, Toledo. All of Spain, with the exception of the Asturias, becomes an Arab¹⁹ state.

Baetica becomes known by its Arabic name: *al-Andalus*. The Arabs are by no means unified, counting Berbers, Syrians and Egyptians among their number, and their early years in Spain are somewhat troubled by internal disputes. Despite this, their rule is typified by religious tolerance, economic growth, and scientific and artistic achievement.

'Umbris Dei' ['The Shades of God']

Mixed Fraternal Corner AD 419 - 710

The local corner is small but active; being made up of spanners from a range of Fraternities—novice corners that stay together are common in areas where the Greatest Game is played intensely. But they primarily struggle with the knowledge that their Roman cities will be largely forgotten by leveller history, while that of the Arabs who succeed them will be known for its achievements. This post-apocalyptic (!) surround produces a variety of reactions in them, and leaves them particularly prey to narcissist manipulation.

Corvi the Beggar, mentor

Of no fixed abode, though he knows plenty of places that he can span into and out of in safety. Originally an animal handler in the Roman arena at Italica, he develops the beggar persona in order to keep watch on Isidore. In appearance, he is a tall, but stooped, old man, his tremendous muscles gone to stringiness; with his pot belly and wild white hair, he doesn't look like a threat to anyone. As a beggar, he mutters wildly and seems to talk in tongues—it's said in Hispalis that he lost his mind when one of his wolves turned on him in the arena. This is an act. Mostly. Jessica suspects (incorrectly) that he may have been turned by narcissists. This suspicion, in itself, leads to some of the worst challenges the corner must face.

Span 4 Frag 1 Fraternity Foxhorn

B 10 M 9 Q 13

Benefits Species Affinity: Wolf; (Photographic Memory, Shift Sight)

Skills Animal Handling (Bear, Bull, Horse, Lion and Wolf) [Q] G18 Dreaming G17 Hypnosis G17 Melee Weapon (sword) M13 Security (Narcissist Tactics, Early Piscean) G14 Stealth G17 Swindle (Begging) G18 Toughness G14 Unarmed Combat (wrestling) G14

Jessica

Jessica is the daughter of Jacob, a Jewish olive oil merchant. She is forced to convert to Christianity—the full conversion, with the avowal of faith and the baptism. She cannot persuade her father to do so: He loses all he owns and is sold into slavery. She faces what she must do bitterly, knowing that 'what is, is.' She wavers between a sharp tongue and an even sharper—some might say desperate—sense of humor. The worst of it, she thinks, is knowing that it is all useless in the end. The suffering of her people teaches the rest of the world, in all its history, nothing. Yet there is one small light: spanning lets her keep track of her father, and she is able, sometimes, to make his life a little easier.

¹⁹The term 'Moor' develops later in the Piscean, after the Christian Reconquista, when it refers to those Muslims who stay on in España.

Span 3 Frag 0 Fraternity Moneychangers
B 5 M 8 Q 9
Benefits Perceptive; (Photographic Memory)
Skills Acumen: Olive Oil Production & Sales [M]
M11 Art (Wit) G13 Bureaucracy (Catholic, AD 5th-10th Cent.) M11 Dreaming M12 Finance (Mediterranean Societies, AD 5th-10th Cent.) M11 Hebrew G12 Languages (Most Early Piscean Mediterranean) J10 Law (Visigoth) M11

Darius the Mosaicist
Darius is a big, bluff man. His hands are surprisingly large, considering his art, and they are laced with scars from cutting glass. It is well, he says—he could have them removed, if he asked a Physician, but he doesn't. He would begin to forget who he is, as his people are forgotten. That's what he says, but he makes one compromise—when his sight begins to go, he has his eyes fixed by the best ophthalmologists he can find, far Up in the early Aquarian. He has to, for he has not achieved what he longs for: to make a mosaic that will endure through the Moorish invasion, through the Reconquista, through all the iniquities time can heap upon it. Easy enough to cheat and use materials from further Up, but he's no narcissist, not one to introduce anachronisms. Besides, where would be the achievement in that?
Span 3 Frag 0 Fraternity Antiquarians
B 9 M 9 Q 8
Benefits Tough; (Photographic Memory)
Skills Acumen: Glass Manufacture (Early Picean) [M] G13 Art (Mosaics) G12 Dreaming G12 Toughness M12 Unarmed Combat (Roman boxing) G15

Telethusa the Dancer
She dances for men in the market place, not because she needs to but because she likes it. It's fun—the music, the stares, her skill—at dancing and at evading the law. No man owns her, for she's found a way to turn the Visigoth law back on itself. The only dowry she needs is the tinkling silver of her finger cymbals as they click and rattle while she dances long into the night. Later in her Age, when she gets bored—when she cannot stand to think of the darkness that descends on her people after the Arabs come—she goes Up, far Up, till she finds the Gypsies who also live in Andalucia. Sees them whirling in the firelight, wilder and freer than she had thought possible. *Flamenco. Teach me*, she says. And she dances on.
Span 3 Frag 0 Fraternity Thespians
B 7 M 6 Q 10
Benefits Contortionist; (Shift Sight)
Skills Art (Dancing) G16 Art (Music) M13 Dreaming M13 Hypnosis M13 Languages (Speak Most Piscean Iberian) J8 Law (Visigoth) J8 Melee Weapon (dagger) M10 Stealth M13 Swindle M13

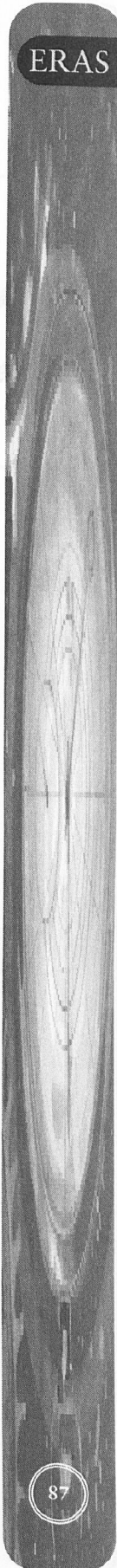
Melias the Scribe
He loved to read, loved to learn, quietly on the long hot afternoons in the shade of his father's olive trees. When he joined the Continuum, that didn't change. He's fluent in Latin, Greek and Arabic as well as Goth—and quite a few other languages that aren't be spoken at this level. He's travelled in time and in the world, and when he made Span 2, nothing was more natural than joining the Scribes Fraternity. But it was-

n't supposed to be dangerous. Yet here he is, deep undercover in Isidore's school, watching the old man, copying his books. Thwarting his narcissistic plans when he can safely do so, warning the others when he can't...
Span 3 Frag 1 Fraternity Scribes
B 6 M 9 Q 8
Benefits Speed Reader; (Photographic Memory)
Skills Art (Calligraphy, Illumination) M11 Bureaucracy (Catholic) M11 Dreaming M11 Hypnosis M11 Languages (Most Early Piscean) G13 Security (Narcissist Tactics, Early Piscean) M12

Narcissist Intrigues: To Hold Back the Night

Isidore of Sevilla
Isidore knows what is right. He is a learned man, not one to mistake the ability to Span for the work of Satan or his demons. For a while, when he was young in Age, he thought the Continuum was right—that all that was, must be, and ever more shall remain unchanging. It did not shake his faith. How could it? For if faith can be shaken, then it never was faith in the first place. But as he studied Spanning, so he continued with his religious works, and he realized that he could not stand by and let Spain fall to the heathen Mohammedans. That, surely, was no part of God's plan. A test, rather, of his faith. So let him stand against all their hordes, and all the Continuum too, if he must.
Span 4 Frag 1 Fraternity disloyal Foxhorn
B 8 M 10 Q 12
Benefits Connections; (Photographic Memory, Shift Sight)
Skills Bureaucracy (Catholic) G14 Dreaming G16 History (Piscean Ecclesiastical) G14 Hypnosis M13 Melee Weapon (sword) M11 Physics M13 Security (Continuum Tactics) G14 Swindle M15

Bradevig the Slave
He lost his freedom in a dispute over a girl. Stupid of him, really, considering just how clever he really is—clever enough to have learned to jump around in time, anyway. Clever enough to be a crown slave, and to have been given the administration of his master Alaric's townhouse. And Alaric is one of the King's advisors... so if Bradevig gets his way (and he will, he's sure) one or other of the factions will find themselves supporting him. 'King Bradevig.' It has such an authentic ring to it...
Span 3 Frag 2 Fraternity n/a
B 6 M 4 Q 8
Benefit Lucky
Skills Acumen: Slave Duties (Visigoth) [M] M7 Bureaucracy (Visigoth) J6 Dreaming M11 Melee Weapon (club) M9 Thrown Weapon (axe, knife) G10 Stealth G12 Swindle G12



Aquarian

AD 2000 - 4000

Cf. C^oNTINUUM, pg. 209

From the tedious jigsaw puzzle of the nations rises a culmination and understanding of everything human.

The increasing economic and cultural influence of certain Asian Societies finds its flowering in the Aquarian. The most distinct and lasting of these begins in 1951 with artist Osama Tezuka Known as *anime*²⁰ its distinctive 'big eyes' style, unlike animation in the West, is representative of a norm for the ordinary human characters portrayed. This influence, after several generations, leads to the expression of body culture of the late 21st Century and Up, including the physical explorative Fenris Cults, the Bloodtube self-mutilation parks, and of course, the preferential large-eyed visages by which Inheritors are known, even to the Piscean levellers enjoying anime. Asia, having the cultural fiat and technical means to create new shapes of humans, embraces the challenge.

The immediate history of the next couple centuries is well detailed in C^oNTINUUM, pg. 209. The authors have been allowed a peek over the rim of the Hour of the Inheritance and the remainder of Aquarian Era, and to share it with our audience to the best of our ability to understand.

The universe can never be summed up. This is the truth Inheritors always proceed from, even those few that work on kinds of summation. Not only is universal entropy no assured method of destroying sentence, but time travel turns all mysteries inside out. The fear of death, of species death, at any rate, is gone. Everything that can be known is known, somewhen, and can be accessed, as easily as oneself can be opened by the seekers of anything.

Selected Fraternal Corners and Activities:

Antiquarians- 'Yeet' (AD 2099 - 2140) Singapore - Life for Antiquarians gets interesting when the Bloodtube craze includes grafting found objects onto oneself

Dreamers- 'Sunrise' (AD 1997 - 2116) Zhugguo - The mental landscape is strange, alien ride for those unfamiliar or unready for the Aquarian

Engineers- 'Punch In II' (AD 2162 - 2269) Unity
With so many spanners so close, it makes for tricky times to keep many late inventions...on the level

Foxhorn- 'Fray Blue Blushing' (AD 2137 - 2220)
See ppg. 90 - 91

Midwives- 'Canarias' (AD 2077 - 2153) Portugal -
Back up for various important computer glitches that affect the human genome

Moneychangers- 'Absolution' (AD 2001 - 2152)
United States - Transasia is a critical juncture in the history of exchange, and its preparations are carefully monitored

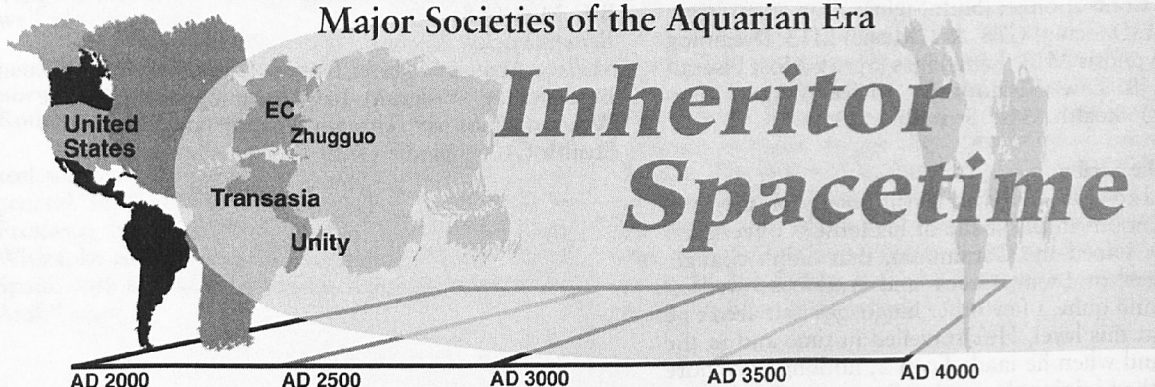
Physicians- 'Zoom' (AD 2110 - 2210) Chosen -
Fun and profit in upgrading clients' children

Quicker- 'Smithy Ice Folds' (AD 2203 - 3651) Unity -
Inheritor Liasions usually train here for a couple years of Age. Playful Inheritors give students the hazing of their lives...

Scribes- 'Frequently' (AD 2175 - 2310) Unity -
Critical review corner turned to for impartial advice from Exalted, Dreamer, Inheritor and Atlantean Councillor alike

Thespians- 'Anyway' (AD 2117 - 2212) It's hard to keep late Piscean Thespians away from this 24/7 improvisation/game corner

Major Societies of the Aquarian Era



²⁰From animation, various European languages.

Most profoundly, the kinds of experiences Inheritors can gather are not those of we Ancestors. The "taste of imagination" is merely a poetic fancy to us, but to Inheritors it is not only a given, but new mixtures and ways to experience experience are sought for, or made manifest, and studied and compared. An example is the star II12i9, a highly prized area of spacetime, where Inheritors of many Civilizations go to feel the pull of gravity between it and three of its irregularly orbiting planets. It would be merely jocular to compare this to seasons-off or vacations for late Pisceans; there is a transcendent joy in the immediate comparison of playful experiencing coupled with work being accomplished.

But while these wonders are manifest in the stars around, for us, the Hour of the Inheritance must be prepared for. The best example of these preparations is the Transasian Districts.

Transasian Districts (AD 2152-2179)
Selves Repolarized

The benefit falls to the Societies that can take advantage of the greatest concentration and coordination of minds; these would be the people succeeding under the terms of the Third Iri Protocols (AD 2140). *Transasia*, therefore, refers to areas outside the consolidated and dominant East Asia.

A Crisis of Timing

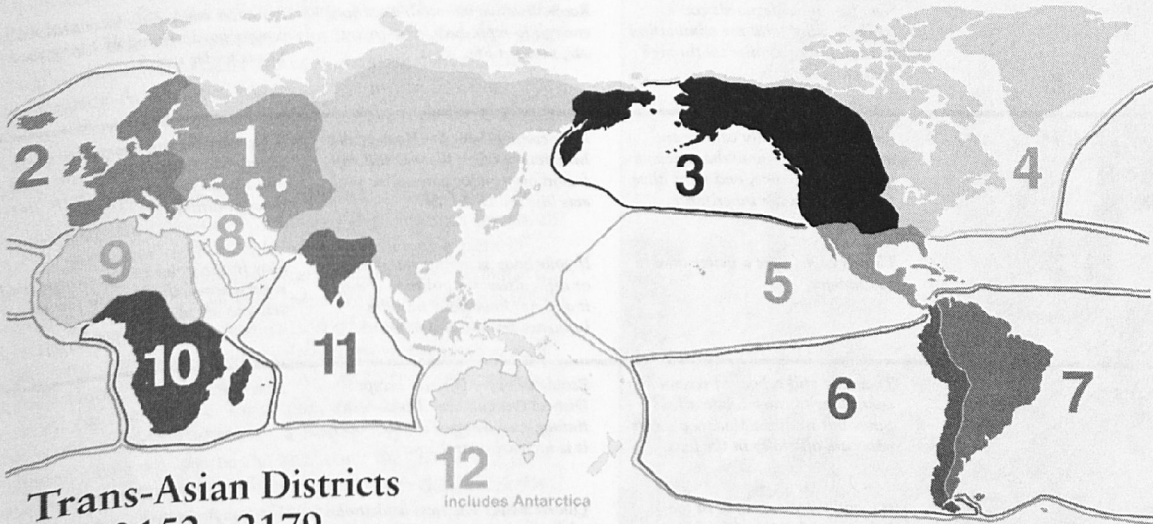
Unlike the political struggles of the preceding Eras, the early Aquarian is much more obsessed with time and sequence. They are always seeking the approval of the Inheritors in the centuries leading up to Hour of the Inheritance, to ensure that the exciting promise of space and time travel is assured. Thus, Aquarians outside (and inside) Asia have little enduring interest in countries or companies as Pisceans understand them. Most important in all discussion in the AD 2150s is the timing of the inception of the Transasian Districts— a critical step in the final fusing of Mankind's economy.

Many are nearly insane with the fear of being seen as *kig#*, an Inheritor term (first introduced here²¹) that primarily means 'inappropriate'. But *kig#* has many shades implying that the subject is unable to adhere to the Maxims, or other otherwise inadequate to its tasks, ability to comprehend, or lacking the means to enjoy certain activities. Being personally unready for the Hour of the Inheritance is widely perceived (before AD 2222) to be the worst *kig#*, despite occasional Inheritor assurances to the contrary.

But the planning of the Districts impacts with the instant ability to change and adapt to their use. On May 16, 2152 several cities simply implement the TransAsian pattern. So the *kig#* of moving too soon conflicted with the *kig#* of other cities, being caught by surprise. Consternation of a very Aquarian kind plagues communication for the first decade of the Districts, but no actual harm is done.

From a late Aquarian's perspective, this is as amusing to recount as a Piscean recalling on mediaeval notions of the sun's orbit around the earth. To illustrate the difference in thinking... consider sex.

While the relevancy of sex surfaces in Aquarian discussions occasionally, it is just another choice for the experiencing. Reproductive choices are by vast consensus, and cease to be personal in any recognizable way by AD 2200. Many of the visitors from the Mid- to Late Aquarian Era arrive farther Down as one of the familiar sexes, but spend most of their Age as asexual creatures. Pisceans tend to take an unhealthy interest in Aquarian sexuality which Aquarians find very rustic and charming. Most Taurans and Ariesians consider it with a certain amount of awe and respect, sexlessness being akin to a state that certain gods of their Eras are said to attain.



Trans-Asian Districts
AD 2152 - 2179

The TransAsian Districts are designed to provide optimum material and communication benefit to their populations (and to benefit Asia, aka District 0) based on such factors as climate, resources, legacy Societies, and relations to bordering Districts. They were originally scheduled to be effective January 1, 2160, but the design was available as early as May 16, 2152, and began being implemented by local populations. After AD 2179, the Districts are further reorganized under Unity.

²¹It is not actually pronounced, but can be experienced as a complex tone; see pg. 91

Chapter II: The Eras

Further Information: A Gamemaster's Treasury of Time

"Fray Blue Blushing"

Foxhorn Fraternal Corner, Beijing (AD 2137 - 2220)

What do Foxhorns do in times of world peace? Kill the narcissists, of course! They try one last fling to trip up the Societies by trying to gum up the smooth transfer of materials during the Transasian period. Fray Blue shows 'em where to stick their *kig#*.

Ohn Plus, mentor

Ohn remembers when babies first learned to talk, and then move on to telepathy. His mother was killed by a narcissist, and his corner is often surprised by how much that still motivates him.

Span 6 Frag 0 Fraternity Foxhorn

B 15 M 14 Q 17

Skills Hypnosis G19 Firearm (needlegun) G19 Most Aquarian Skills G19 Telepathy G19

Mik

Mik is the one that can best pass for a pre-Aquarian male, since Mik's features are fairly sharp-angled. Don't wait around for any beard stubble, though. With a body specially designed for use of upper body force, Mik likes things like swords.

Span 5 Frag 0 Fraternity Foxhorn

B 13 M 13 Q 13

Skills Hypnosis G17 Firearms G17 Melee Combat (swords) G21 Most Aquarian Skills G17 Telepathy G17

Zayoshi

She's the strange outsider, from a District. Her looks and voice are normal enough, but she has an occasional tendency towards... patience. Some say she picked it up hanging with Pisceans. But her timing is always impeccable.

"Learn to wait," she'll say, obviously overcompensating.

Transasia

AD 2100

2152

2200

	AD 2100	2152	2200
<i>population</i>	90,000,000,000+ (world pop 130B ²²)	1,117,000,000,000+ (world pop 1800B)	19,796,000,000,000+ (world pop 27T)
<i>language</i> (primary languages)	Mandarin 37% (world population) English 31% Nonverbal 12% Other spoken 20%	Nonverbal 54% Verbal 46%	Atomic interexpression 89% Other nonverbal 9% Verbal 2%
<i>art</i>	Glasgow Nonel (Nonelectronic, as opposed to Nano-) Art Expo (AD 2096) last of its kind.	Since 2139, most people try to integrate any artistic expressions directly with other activities, to augment but not detract from them	Since its acceptance in 2187, Atomic songs incorporate all forms of communication, including art
<i>dress & furnishings</i>	Basic functional products are worn worldwide; fashions tend to influence personal physiognomic choices	Dress is optional; personal space and property is redefined under Transasia as optional as long as it can be replaced easily and quickly	See 'art' above
<i>commerce</i>	Central and East Asia already critical to most commerce, due to centralized population	Widescale interruptions and unnecessary surpluses during the months of May-August while adjusting to Trans-Asian schedules	Material needs and satisfaction remain at optimum through and past 2222
<i>tech</i>	New genome safeguards come hand-in-hand with the elimination of communicable disease through medical nanotech.	Reconstructive nanotech advanced enough to reproduce, or even create, sentient life.	Spanners commonly encountered; remote terraforming of Mars and Venus under weigh
<i>zeitgeist</i>	People are generally calmer and more productive now that ancient fears are overcome, and most alive today will see the Inheritance.	How can we meet the Hour of the Inheritance when there is still confusion over major correlative projects like the Districts?	A Quicker liaison describes the times: "the buzz is high, constant and would scare you with its fierce determination"
<i>mores</i>	There's never been a better time to be human.	If your body is giving you doubts or difficulties, it's polite to change it and not have your troubles influence friends and others.	Stay in the swim of the songs, and experiences will increase for oneself and all in contact.
<i>enemies</i>	There are still echoes of resentment over plans to consolidate all cultures; but traditional wars and diseases are officially in the past.	People in every District except District 0 argue over Trans-Asia's timing, and whether arguing over it is increasing problems	Narcissists
<i>myth</i>	It's said there are caves in the Rockies and in central Africa where old, unaltered Homo sapiens still hide.	Quarrels over Districts leads to last of the tradition of conspiracy theories; this one used by narcissists, and not fully debunked until 2188	Hazing: A newly born person is not given access to information he is assumed to have—the prank reveals itself within the context of the collective conscious

²²US Billion = 1,000,000,000; US Trillion = 1,000,000,000,000

Span 5 Frag 0 Fraternity Foxhorn

B 11 M 14 Q 14

Skills Hypnosis G18 Most Aquarian Skills G18 Telepathy G19

There are 156 other members, of similar strength and capacities, ranging from Span 3 to Span 5.

Adaptations of the Brain and Mind: Synesthesia, Chai'lur, and the Collective Conscious

Synesthesia

[<Greek syn "together" + aisthesis "perception"] A unique condition involving the crossing of the senses (i.e. hearing a dog bark is accompanied by visible colors, seeing certain objects evoke unusual tastes or odors, etc.) Known from the level of Pythagoras of Samos, (577-491 BC), and first mentioned in modern texts by John Locke in *Essay Concerning Human Understanding* (AD 1690), at the Aquarian Cusp it affects about 1:300,000 people. There is also relatively little stigma attached to the condition in the late Piscean, since the symptoms rarely interfere with a person's ability to interact with the world. It is not often treated as a disease, and even perceived as a kind of strange enhancement, especially to the person who has it. But what synesthesia lacks, quite specifically, is what it required to be a useful tool to mankind:

- 1) no compatibility between observers
- 2) no clarity of spatial dimensions and vectors
- 3) interference with higher math functions

Chai'lur, the latitude of waking dream

A very early Aquarian treatise by the dreamer he'Eleihurai introduces the term *chai'lur* [believed to be privately invented] to stand for a thought-construct which leveller art and philosophy does not previously isolate to define.

More practically, she describes *chai'lur* as an intricate pattern of sensations which are not governed by any one of the five known senses, but instead are apprehended as a gestalt; however, she insists that there is little intellectualism involved and that the experience is primarily sensual. She claims that this is common to all humans, and that it is what we try to describe when talking about the associations we attach to different things, or the mood of a locality. She insists that these sensations are as natural as other senses, but that since Aquarian Cusp material culture has not embraced them, we do not learn to use them as we grow up and do not have an effective thought-construct in which to place them, as we do our other senses.

Contemporaries of he'Eleihurai struggle with her discussion of the horizon. She tells us that she sees the three hundred and sixty degrees that surround her as a perfect array of precise and delicious *chai'lurai*, each one constant and consistent, like a painter's color wheel. In a web interview, simulcast with the publication of her book, *Beyond Ktaadn*, she points to different directions in succession and describes their "scents" as variously as "53rd Street in the rain, over by the river"; "cold blue, very Moorcock"; and "some hard angles, and there's a noise; maybe it moves farther there". In response to the challenge that these are very subjective impressions, he'Eleihurai responds that naturally she is describing what she senses in terms of images from her own experience, but that the rarified, distinct sensation in each case is common to both the point of the horizon and the experience she connects it to.

This use of direction is significant in relation to synesthesia; since one trait common to synaesthetes is a bad sense of direction. Finding a 'longitude' among experiences is one of the great cultural goals of the early Aquarian..
Towards the Collective Conscious

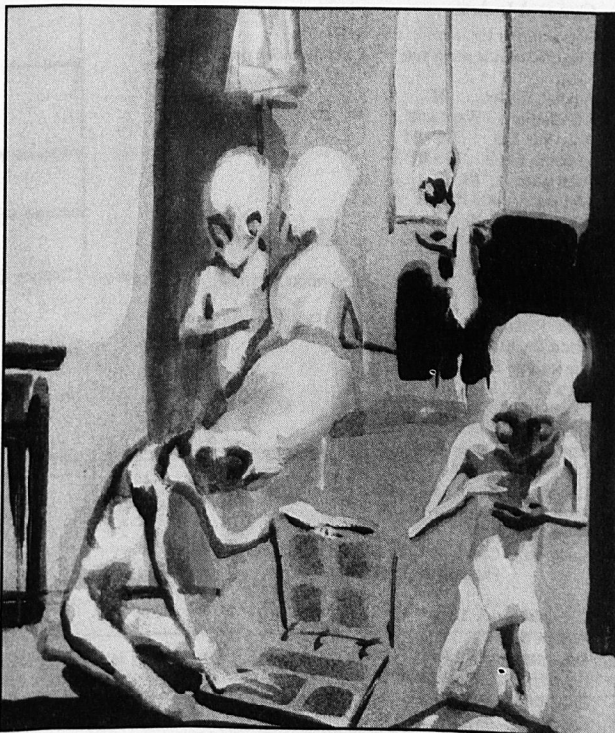
As interdependence in commerce and communication become finalized, methods of increasingly rapid activation and satisfaction are pursued. Instead of destroying meaning and creating confusion, it is found that increased input allows for deeper and deeper layers of insight and understanding—also a necessary precursor to the civilizations of spanners that are the Inheritors.

Hence, with shared direct data input, the meaning of an object or a letter of the alphabet "tasting" or "sounding" different between two observers becomes sharable, and allows for comparison: multi-dimensional information becomes innate for humans, and the old concepts of privacy and solitude naturally slip away.

By AD 2150 mental integration is seen as the useful norm, and a necessity of everyday life. Utilizing and increasing the yield of the brain, many early Aquarians enjoy the benefits of integrated thoughts and understanding. But a kind of dictionary or universal reference is initially lacking—it is not until Aioni that a complete coalescence is achieved.

Aioni is one of the leading members of the Vacuums of Rain 'school,' and considered the grandmother of Inheritor communication and expression. The *Songs of Aioni* (AD 2187) are a vast array of data she contains within her conscious thought, sorted with minimal artistic opinion—but what artistic expressions there are are devastating for a Piscean to behold. Even when seen from its blurred, leveller angle, the Songs are syncretic triumph of all things mankind knows and achieves. When seen and understood across many angles and dimensions of time, it is said that Aquarians from all parts of the Era are "satisfied" by its existence.

Victor Beauregard Houston, (b. AD 1857)
The Family, (undated)
watercolour
private collection of the artist



Appendices

Further Information: A Gamemaster's Treasury of Time

Appendix X. Indices

Forms Index.

This is a listing of all the forms in *c"NTINUUM* (pages in **bold face**) and in **FURTHER INFORMATION**.

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 Corner Sheets ... description 93; sheet 94
 GM Span Cards... description 224; card 189
 Greatest Game Sheets ... description ppg 218-19; sheet online (see below)
 Neighborhood Sheets ... description 93; sheet 95
 Society Sheets ... description 38 - 39; sheet 96
 Span Cards... description 224; sheet 225
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Greatest Game Sheets and many other support items can be found online at:
aetherco.com/continuum/scenarios/support.html

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Appendix Z. Optional GM Sheets

Tech Card (described with example on pg. 31)
Society Sheet (described on ppg. 38-39)

Corner Sheet (pg. 94)

These are used to record the characters of an entire corner. This Sheet is most useful when constructing many NPCs on the fly. For greater detail, of course, a Character Sheet for each NPC.

Mentor Box In addition to holding the mentor's stats, there is the line *Dossier/dates/rec'd from/at*. This is where the GM can note down when and from who the mentor gets his forewarnings (the Yet) about his corne, i.e. "Narc attack on 7 Jul '57/from Betty 18 Jun '96." They should be recorded in sequence according to the **mentor's Age**, so the GM knows when the mentor can and can't be surprised!

Character Boxes These are essentially mini-Character Sheets, with a note box for The Yet (If they have/get frag, NPCs should also be recorded on a GM's Span Card, ready for Time Combat: C^NTINUUM pg. 189.) Mostly self-explanatory, except: *Range of Rank or Score*: This is especially useful for inventing NPCs that may be encountered before or after they have learned various Skills. See the characters on ppg. 20-22 for ideas of how spanners develop.

Space for a Map, or notes, is in the upper right.

Neighborhood Sheet (pg. 95)

These are used to record entire sets of adjacent corners. This Sheet is most useful when PCs want to meet their neighbors, or are adventuring far from home. For greater detail, use a Corner Sheet for each corner.

Society This is the name of the Society in which most or all of the corners of the neighborhood belong. Bordering corners that are held by another Society can be so designated by drawing a borderline between the Corner Boxes.

Level This is places and times the neighborhood generally encompasses.

Critical Events These are the most important leveller events that occur in the neighborhood. Often targeted by narcissists.

Corner Boxes Use these to record the most important information about members of these corners.

The most important (or a PC) corner goes in the top middle (the highlighted box). Most of the information in each box is straightforward; the *Frat* line holds the name of the Fraternity the corner represents, or Novice or Mixed (see examples in the various Eras); the *FI* line ('Further Information') can hold a word or two about an important factor that motivates the character, and can be developed into a plot.

Neighborhood Chart This is a simple graph allowing the GM to compare the various corners' periods of existence. See pg. 19 for an example.

ERAS

TECH CARD

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Tech			
Era(s), Dates:			
Inventor(s), Dates:			
Original Necessity Original Use			
Materials			
Game Stats			
Developments and Decline		Adaptations	Dates
Reinventor(s)		New Necessity	Dates
Revivals			

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[illegible][illegible][illegible][illegible][illegible][illegible][illegible]

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Critical Events

[illegible][illegible]

CORNER NAME				
LOCATION		FRAT		
MENTOR	SPAN	B	M	Q
	FI			
NAME	SPAN	B	M	Q
	FI			
NAME	SPAN	B	M	Q
	FI			
NAME	SPAN	B	M	Q
	FI			
NAME	SPAN	B	M	Q
	FI			

CORNER NAME					
LOCATION		FRAT			
	SPAN	B	M	Q	
MENTOR	FI				
	SPAN	B	M	Q	
NAME	FI				
	SPAN	B	M	Q	
NAME	FI				
	SPAN	B	M	Q	
NAME	FI				
	SPAN	B	M	Q	
NAME	FI				

					CORNER NAME
LOCATION			FRAT		
	SPAN	B	M	Q	
MENTOR	FI				
	SPAN	B	M	Q	
NAME	FI				
	SPAN	B	M	Q	
NAME	FI				
	SPAN	B	M	Q	
NAME	FI				
	SPAN	B	M	Q	
NAME	FI				

					CORNER NAME
LOCATION			FRAT		
SPAN		B	M	Q	
MENTOR FI					
SPAN		B	M	Q	
NAME FI					
SPAN		B	M	Q	
NAME FI					
SPAN		B	M	Q	
NAME FI					
SPAN		B	M	Q	
NAME FI					
SPAN		B	M	Q	
NAME FI					

NEIGHBORHOOD CHART

[illegible]

SOCIETY SHEET

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Society Name _____

Society Dates _____

Joined _____ Atlantean Council.

Predominant Claim(s) _____

Major Bordering Societies _____

☐ OVERVIEW

☐ DETAIL

	DATE	DATE	DATE
population			
language			
art			
dress & furnishings			
commerce			
tech			
zeitgeist			
mores			
enemies			
myth			