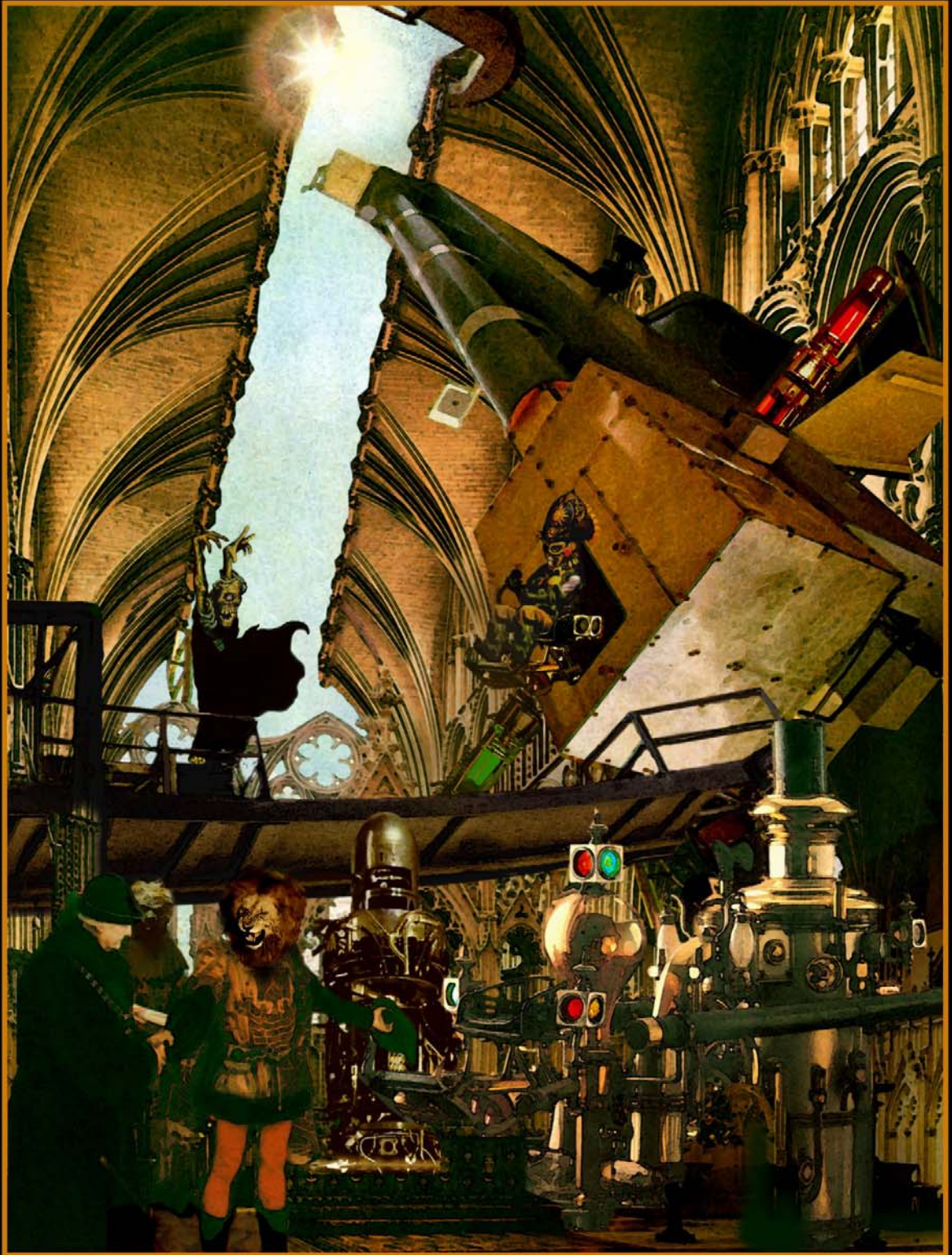




The Inter Dimensional Telescope

The New Debate

There are moments when the world changes. Sometimes these pass without anyone realizing the implication. Sometimes they are brought about by the acts of an individual, and the rest must react and adapt.

But sometimes—rarely—the men of the time see the *opportunity* for evolution, and weigh the consequences of their actions. In the 13 Colonies, the first example of such a moment occurred on the eve of revolution and is now called the Great Debate.

The Great Debate

The Great Debate occurred in the late 1700's, when issues of freedom, representative government, Democracy, and liberty were raised as a practical matter for the first time since antiquity. The Colonies, on the verge of revolution, were in a position to seize control of their own destiny and pull the world with them.

The Great Debate was resolved, in the Dream World, with the Revolution and the subsequent formation of the United States of America, first under the Continental Congress, and then as a national body with a strong legislature. The Great Debate's coda was the formation of an American superpower that became one of the most successful and largest sustained empires since Rome.

In the world of the 13 Colonies, the Great Debate ended less dramatically; the colonies could have their independence and self-determination in all but name. The Empire would pull back and respect the rights of its children without the necessity of war.

And so it went, for nearly 400 years.

The New Debate

The Great Debate changed two worlds. In the Dream World, it created the United States. In the world of the 13 Colonies, it created an autonomous society that remains as a complex, strangely stable alliance of opposing and attracting forces. In both cases it is remembered as a moment when mankind saw the world that was and envisioned a world that might be.

Today, in the 13 Colonies, there is a New Debate—and while the playing field is different (the debate affects not just a nation, or a world, but perhaps the universe itself) the issues are similar—what world *should* we live in? What values *should* we hold dear?

The Best of All Possible Worlds

Gottfried Wilhelm Leibnitz (1646-1716, Dream World) wrote, famously that we live in the best of all possible worlds (*Discours de Metaphysique*, 1686, Dream World). Voltaire ridiculed him famously for it in a book-length satire about why this is obviously not the best-of-all-possible worlds and why only a fool would think so.

Voltaire, perhaps, had a point, but he missed Leibnitz's (or maybe he just found the phrase under consideration too ripe a target to resist). In the Dream World (the real world, to you), the concept of possible worlds was used by philosophers as a tool for evaluating a proposed belief system. This was all very technical and there was actually quite a bit of math involved, but Leibnitz's cosmology stated that any world that existed (and he was only aware of one—his) was "full."

The term 'full', when applied to a world doesn't mean it's full of junk mail and old milk cartons—full means that anything that's possible will happen. In an *actual* world all possibilities are eventually realized (this brings in some other criticism of Leibnitz's work, but we're just trying to get a basic understanding going at this point).

Okay so—anything that can go wrong will go wrong. And anything that can go right will go right. And anything that might happen—that's *possible*—will happen. That means that all the Evil that's possible will occur. Also all the Good. And since Leibnitz took it on faith that God made the world and that God is good, then he figured that this world—our world—must have more good than any of the infinite number of possible worlds that God *could* have made.

That doesn't mean that this is necessarily a good world. It just means all the other ones are *worse*. Want an example? Go back in time (or to eBay) and pick up a couple of copies of the old Marvel Comic "What if" books. If you're not familiar with them (no real reason you should be), they're stories about straight guys in tights who have the same adventures over and over again. But in the "What if" books you get to see how things *might* have gone if things had been... different.

The "What if" stories are serious kill-joys. What if Aunt May's husband (Spider-Man's uncle for those who aren't with me) had lived? Spider Man would never have become the hero of Manhattan. What if the beloved X-Men character, Phoenix ([Famke Janssen](#) in the movie) had lived (she died in the comic)? The end of the frigging universe. See? What happened was *bad* (people died) but in the other universes (other possible, plausible universes), it was *worse* (everyone dies).

Okay. Enough comics.

The Dream

Shortly after the settlers arrived in North America, they begin to experience The Dream—a sense of history and destiny—a vision of a world that would lie in their future. The European's first experiences with The Dream were confusing; sometimes disturbing. The world they imagined was a strange place—a place without magic, but with technology that seemed beyond the greatest supernatural miracles.

At first they thought it might be a form of madness—an affect of living too close to the magic of the Shallows—but then the Old Tribes showed them the truth.

The World of the Dream was not their future—it was their past. The Dream World had existed in place of theirs—and it had surpassed theirs. It existed, in its own timeline, past the year 2000, when somehow magic was unleashed. Magic, as a primal, universal force exploded in 4 dimensions, not three. It didn't just change the Dream World, it distorted its past, making it a paradox—a place that never actually existed.

Magic would have subtly changed things—the United States would not form; the Colonies would not revolt. The British Empire would stand. Magic would let change go so far, and no further. The world that came after the Dream World, would be almost supernaturally stable.

The Eternal Empire

"We have studied the affects of Magic—whereas in a world without magic, empires rise and fall, wax and wane, in a world with magic—our world, Gentlemen—Empires and their constituents, are part of the fabric of the natural order. The British Empire could no more fall, than could the moon, from the sky. Gentlemen, it is the belief of this panel, that having lasted and expanded until we can reach both poles—the Indian Pole and the American Pole—of the magical energies on this earth, that the British Empire is now, for all practical purposes, Eternal."

-- 1802, Read before the House of Lords

If magic stabilizes then it stands to reason that history, except for the footnotes, is at an end. Scholars examined the facts and concluded that, although the world might appear more fraught and more tumultuous that it was, in fact, more solid.

They declared the Eternal Age of the British Empire, and almost immediately thereafter learned that they were wrong. Their *political* world might be stable (although not as stable as they had thought), but the Natural World had changed cataclysmically once and could do so again.

The Dream World

In the Dream World philosophers chattered about possible worlds (very abstract stuff), and satirists mocked them, and it was all good harmless fun, because nobody ever really considered that there might actually be other possible worlds. And even if there were, it didn't matter the philosophers and physicists assured us, because they'd be "over there, somewhere" and mean even less to us that, say, what goes on Europe or New Jersey.

Turns out they were wrong. It turns out, that not only are there other possible worlds, but they're explosive. The Event—the unleashing of magic—rewrote the world of Voltaire and Leibnitz and Hintikka, and Kripke, and threw everyone into a universe where there were, perhaps, an *infinite* number of possible worlds and maybe any one of them could open up suddenly and send everyone tumbling into it.

Okay... Maybe This Isn't The BOAPW...

So where does that leave Leibnitz? Well, it means he was wrong about at least one thing—since we're not limited to a single world, then it means God wasn't stuck on this one. Or maybe it means God is up for radical change now and then. He's been known to do that (see Genesis). Either way, it means that the nature of the world and the amount of Good and Evil in it are largely up to man... which turns out to be right where we started.

A Couple of New Questions

When mankind realized that their world wasn't the only one—and, in fact, that there had been another, very different world before theirs, philosophers chattering about possible worlds suddenly came back into vogue. It's like when you're an infectious disease specialist, and no one wants to talk to you, and suddenly someone gets Anthrax and you get to go on TV. Except there wasn't any TV, and this has nothing to do with Anthrax, but the Philosophers got to see a lot of important people and they got asked a lot of questions and here's some of them.

The Observatories

Someone – who, is still a mystery – built towers. When Europeans arrived in the New World, they were already there, but the Old Tribes assured them that visitors from their side of the Ocean had constructed them.

In 1600, the towers were already ruins—more ancient stone mysteries, it seemed, but as academics and enthusiasts examined them, it became clear that they had been built to sophisticated standards—they lay along *ley lines*—invisible rivers of magical force, and they were designed to channel that magical energy into their subterranean chambers.

So were they used for rituals? For summoning? Or for something else?

It was at the dawn of the 20th century that the meaning of the towers was finally discovered, and the New Debate was launched.

The Birth of All Possible Worlds

This world (the world of the 13 Colonies) is stable; and good. But the Dream World seemed stable until the instant it ceased to exist. Could our world, in just such an instant, be erased?

That question proved very unpopular; the answers were hardly comforting and for a long time amounted to “probably not—now shut up and go away.”

A world *without* magic (as the Dream World had been) was very vulnerable to a magical event, but the world of the 13 Colonies was highly polarized—a technical term meaning that it had a stable magical field that should protect it from anything except the most catastrophic release of magical energies.

Certainly, magical events that occurred in nature would be several orders of magnitude too weak to alter history. The world, it seemed, was stable and eternal, but men with curiosity and vision kept asking the difficult questions, and eventually the answers started to change.

A Magical Event of Unprecedented Proportions

“Such an event—an event strong enough to overcome and *shatter* the aether-sphere—would be catastrophic. It would erase our history, just as the Dream World was erased. It would *re-write* our universe from the first moment of time onward. Fortunately, it would require more power than we see in any natural magical reaction and it is beyond the capability of mankind to generate one *artificially*.”

Q: Can there be more than one world at once?

A: Maybe, your Highness. There only seems to be one world at once, and the general belief is that the Dream World was *replaced* by the current one (the world of the 13 Colonies). But that might just be our perspective. The Dream World might be clicking along quite nicely, and what happened was the burst of magic gave *us* insight into another, alternate universe. It's not clear how we'd tell the difference.

Q: The Event appeared to destroy the Dream World and replace it with ours. What happened to the people?

A: Ahh... that's tricky. Our world's Europe doesn't have all that much magic, and so its history is very similar (but a little different) from the Dream World's. As far as we can tell, there are people with the same names in the same roles with very similar lives in both worlds. Other parts of the world (Asia, Africa, the Americas) have radically different histories thanks to the appearance of magic. There are some parallel people, but it's not as clear.

One thing is clear—there are far fewer people in our world 1999, than in the Dream World... so some of them obviously didn't make it. And if there were another event, and the next world was one with even fewer people... well, some of us wouldn't make it either. But in a world with the same number of people—or more people—then we think that we would probably all be *translated*.

We would become people very like ourselves—as close as possible—in the other world. And this *translation* may be responsible for the Dream. We might have existed in the Dream World and been translated to this one with almost all of our memories gone, but with a few faint ‘reflections’ of the world we came from left.

Q: Another Event??!?

A: Um... Your Highness has been very generous in summoning me and granting me an audience. Now, if I might quit your presence, I'm sure you have important matters of the state to attend to.

Q: ---

A: Ok. Right. Another Event. Well... this isn't *exactly* a philosophical argument, but if it happened once, it can probably happen again. In fact, at least in theory—and I must stress that this is purely theoretical, based on volumes of math that I don't happen to agree with—it could be *made* to happen.

In the early years of the 20th century, men in the colonies worked closely with and studied the powerful magical forces that shaped their world. They learned how the Dream World had come undone, and they learned how their world might persevere. And then they discovered something disturbing—

It was possible—just possible—to *create* a magical event. It would be difficult, requiring the absolute focus of almost all of the earth's magical energy. It would require a *lens* nearly a thousand miles across, and it would require almost impossibly precise timing. But it was possible.

Impractical, the scientists assured themselves. Obscenely expensive, technologically hundreds (if not thousands) of years away, and an engineering challenge beyond measure. Surely it would never be accomplished—and if it were, surely it would be easy enough to prevent.

Because surely, no one could construct such a lens, without attracting attention, and no one could use it before others could stop them.

And then someone remembered the Observatories.

The Network of the Telescopes

"We take back that bit about it being beyond the capability of mankind."

-- National Council of Sciences (read before Congress, 1955)

Building, calibrating, and powering an enormous magical lens was prohibitive, but upon investigation, it proved to be unnecessary.

Nodes of lenses, each carefully coordinated and communicating with each other could produce a reality-shattering magical event. Building an enormous magical lens was unnecessary—all you needed was a dozen or so smaller lenses, carefully situated along natural magical corridors, where the aether flow could be tapped.

The mathematical proofs of the Network brought the scientists and the archeologists together. Such a network, it turned out, already existed. The buildings were already built. The observatories were already there, waiting for the telescopes that would fill them.

Someone had already built most of the machinery that could re-write the world and no one alive knew what had stopped them or why.

As the Americans realized what they had been living next to, and within, all along, they discovered something else as well.

Q: Made to happen? Made to happen by men?

A: Yes, Your Highness. In theory, men with access to exactly the right kind of magical energies and resources could cause *another* event. Another world-shift. And if you believe those who advocate such madness, then there is even the possibility that we might be able to *control* or *design* the world that was created.

Q: Control... Design... Create. Are these not the sole domain of the Lord Almighty?

A: We, ah, had thought so. And—actually—there appear to be some parameters that could not be affected. We don't think we could make a world with no spirits of Man in it (physical bodies are another story, but please don't ask me to explain that), and while these spirits—the spirits of human beings—might be very different from us in some ways, we do not believe that we could create a world where humans had no *moral* free will.

You see, Your Excellence we think that moral free will and the existence of mankind (at least in spirit form) are edicts of the Lord, and nothing we can do would change that. But other things—all kinds of other things—could be changed.

Q: Such as?

A: Well, things as basic as the existence of physical matter. We think it is possible—and please—this is all wild speculation at this point—to imagine and thus create a universe with no physical matter in it at all. We would all be ghosts, floating in space... disembodied spirits.

Q: That doesn't sound pleasant.

A: Well there are less radical possibilities. For example, the Dream World's level of uncertainty is at the quantum level. At that sub-atomic level, there was no way to determine the state of matter. In our world, this occurs at the atomic level, rendering chemical reactions uncertain at times.

If we made it lower—if we, say, imagined a world with no uncertainty, then the world would be effectively deterministic, in every way. A perfect Newtonian machine. But a world with even higher uncertainty would be... well, even stranger than ours. At a high enough level the chemical reactions that keep us alive would be unstable, and sustained life as we know it would cease to...

Q: Yes, yes—very interesting. Is there, ah—say... a world in which I am... how shall I put this... richer?

A: Ah... that is an... interesting question, your Most Excellent Highness... a very interesting question.

If You Re-Write the World, You Get to be the Author

The magical event that replaced the dream world with the world of the 13 colonies was natural (as far as we know) and random. An artificially generated magical event could do more than erase the existing natural order—it could, within certain rules and constraints, create a new one.

As the 20th Century draws to a close in the world of the 13 Colonies, mankind is faced with a new pivotal moment and a New Debate. The world has always been seen as a gift from God—and it has always been in mankind's hands to shape and use.

But the extent to which man could affect it was never this dramatic. Now, with an understanding of magical forces and an the technology with which to focus them, humanity can decide what kind of world to live in, and whomever directs the Telescopes, can create this New Reality.

The Zeitgeists

There may be an infinite number of *possible* worlds, but some worlds *want* to exist. The discovery of the true purpose of the Observatories and the investigation into the focus of the machines that would direct the magical energies held in each building (the Telescopes) led to a third discovery—the Zeitgeists.

The term Zeitgeists refers to the spirit of a world that *might be*. It is not clear whether these spirits exist on their own, floating somewhere in cosmic space, waiting for humanity to choose them, or whether they spring into being when a telescope, properly placed, is calibrated so that it might *invoke* such a spirit.

In an operational observatory with a properly focused telescope, a cosmologist can activate the device and communicate with the spirit of the world he has chosen. The Zeitgeist can speak back, through the scope, and answer questions, describe scenarios, and otherwise speak with human beings.

The Zeitgeists vary greatly in their attitudes and demeanors, but they all have one overarching objective—to be born. They communicate with and assist humans with the intention of being chosen and *realized*. They can make powerful allies.

Zeitgeists are very intelligent—they have a deep understanding of the physical universe (magic, chemistry, astronomy, and so on are all open-books to the Zeitgeists). They are also, in some ways, aware of human nature and human events (it's not clear where they get their information from and they aren't saying).

They can be even more powerful if they *manifest*. If 4 or more telescopes are focused on the same Zeitgeists, it can appear in a tenuous, but physical form inside the main node. The appearance of a Zeitgeist is usually awesome—their *avatars* (physical bodies) are incredibly

What's In It for Me?

Basic axiom and pure logic might be at the root of all philosophical inquiries, but the fundamental principle of economics (the title of this section) is at the root of most human activity. And the humans in charge found the idea of re-making the world in their image intriguing to say the least.

Now most the *parameters* (the aspects of a 'possible' world that you can change) have to do with basic physical laws. Propeller Heads love speculating about worlds where the charge of an electron is a few micro-volts higher, or the Plank's Constant is a few picameters smaller, but most of these changes cause the universe to collapse into a black hole, or fly apart into dust, or other things that aren't particularly useful.

The Politicians, on the other hand, thought about changing a few more obvious things—the nature of society. The nature of science. The nature of man.

It turns out that these kinds of changes can be made—with one exception. You cannot change the nature of mankind (our natures are set, it appears, by force beyond the defining parameters of the universe), but you can change the way that the world *reacts* to mankind; the way that the universe rewards or punishes certain traits.

powerful, both magically and physically. Zeitgeists are only permitted to manifest under the most controlled circumstances.

The Rules: Creating a Universe

The philosophers have found that while an infinite number of worlds might exist, there are certain laws that *seem* to be immutable—and certain ways to measure them. While physical laws might be changed, this (as noted) tends to be bad for matter in general and biology in specific. The attributes the great thinkers have narrowed down a handful of parameters that can be changed without destroying everything. These are:

Power Spiral

This is a tendency towards social stability. Normally large organizations have more stability and an easier time growing in power than small ones—but this is ordinarily proportional to their size.

A world with a Power Spiral of 0 is Neutral in this regard. You will see a cyclic rise and fall of empires.

In Power Spirals greater than 0, those with power tend to keep it. At Power Spiral 1 there will be a world government—but it could be overthrown by a collection of small states. At Power Spiral 2, whichever organization gets larger than its fellows first will take everything forever (this is called Winner Take All).

In the negatives, organizations tend to fall apart (anarchy). At Power Spiral -1 there are no nations, only small communes at best. At -2 there are no social structures at all.

Who is In Charge

Well me, obviously. Okay, it isn't that simple. You can pick a *class* of person who tends to have the power (and how firmly their in charge is determined by Power Spiral).

Groups like Land Owners, Hereditary Rulers, Corporations, etc. are all legal.

Note that these are just trends: throughout the life of the universe somewhere someone who doesn't fit the bill will be in charge—but someone who does fit the model will have an easier time seeking and taking power.

Karma

It is possible for a universe to reward or punish vices or virtues (this gives many philosophers cold chills). Both the Dreamworld and the world of C-13 seem to have no universal preference—but it's interesting. Punish Wrath and you get a peaceful society. Reward Faith and you get a religious one (it doesn't determine the religion but people will tend towards the Faithful!)

Unfortunately, as tempting as it would be to reward virtues and punish vices it doesn't work like that:

To punish or reward a vice or virtue you must do the opposite to another of the same type. You can punish Wrath but you've got to promote Sloth ... or maybe Lust. You can reward Wisdom ... but Temperance gets reduced.

Limits of Knowledge

This is the trade-off between technology and magic. The higher the limits of knowledge, the less magic there is in the world.

This seems to be the primary difference between the Dreamworld and the universe of C-13.

World Hopping Games

When we first put this all together we wanted there to be a New Debate about the nature of the universe—but we didn't see characters actually visiting these other worlds—at all.

After we made up a couple of "possible worlds" and gave them to one of the players, he looked at us and said 'How can you have all these great worlds and *not* let anyone go there!?'

He had a point. So you can—but usually only under controlled circumstances—for limited periods of time—for some important reason. But that's just the way we envisioned it. We didn't want high-tech and high-magic pouring in all over the gothic-steam-punk-art-deco-colonial style of C-13. But why not? If you want to run a game where there are lots of people (and things) from other dimensions, assume that the gates are easy to open and there is quite a brisk (although perhaps underground) traffic between the worlds.

Alternate Reality Tourists?

Can you go there? Can you visit one of these realities? Can you bring stuff back? The answer is yes—sort of. Maybe you're familiar with the concept of Entropy—the measure of disorder or order in a system (so your roommate's filthy room has a high state of Entropy while your nice clean room has less—because you expend hard work to keep it that way and your roommate expends as much energy as a baked potato). Well, universes have Entropy too—but it isn't, at this scale (and proper application of physics) a measure of how messy they are.

The non-existent universe exist in a state of "infinite entropy" meaning if you did go there you'd be unordered, rapidly decaying, randomized sub-atomic particles: no one's idea of a good day trip. The Zeitgeists that represent them do from *elsewhere* (and think of themselves sort of like exiled kings). However, these demi-god-like Zeitgeists have a lot of power (energy). So does reality. So with the two

working together you can open a corridor (An EPR Bridge?) to one of these non-spaces and let the power flow in. For a time there will be a bubble of order—a universe that plays by the Zeitgeists' rules.

Now, if you did this, without a Zeitgeist you'd get a little bubble of 'somewhere' but there'd be 'nothing there' (*oh no*, says the physicist, *space, time, and atomic matter are all 'things'! Why there'd be three full and complete spatial dimensions! There'd be vacuum and quarks and gamma-rays! ... Whoopee.*) With the Zeitgeist controlling things, however, you get an Snap Shot- Universe: in the mind of the Zeitgeist his own universe is there, running like a clock with people, places, and real things (unlike, say, 'space-time' which is vastly under-appreciated but isn't something to mount over the fireplace). None of this is 'really real' (the people think they're real the same way characters in books do, the objects are real because they're built with processed *reality* from our universe) but it makes a good show. Oh yes, you can die there too.

Can I Take the Kids for Christmas?

No. The only people who ever, ever usually get to do this are special researchers, appointees of the Continental Congress who are sent into these universes under special (and often dire) circumstances, etc. It's dangerous (the universe can only remain open and in existence for a limited period of time) and the transfer puts you completely in the control of the Zeitgeist (which is usually safe—but scary anyway).

Can I Bring Back A Space Ship From The Land Of Tomorrow?

Yes. If you get chosen to go, you can bring things back (the air you breathe there bonds with iron in your blood, for example—if matter couldn't come back and forth, leaving after a few days could be unpleasant). However, taking things from higher tech (lower limits of knowledge) to lower tech worlds (or higher magic to lower magic worlds) doesn't work well. Furthermore, the Zeitgeists have proven very reluctant to let gear and knowledge go back and forth. Any piece of non-reality technology or magic (and because the failure is probabilistic there's like a zero-point-zero-something really small chance the space-craft would work) is considered very valuable property of the state. A Zeitgeist who let someone get out with a working hand-laser or super-magical weapon would probably dump its chances of ever getting chosen as humanities future. If someone has an artifact from a non-reality, consider it ultra rare!

Are There Other Low-Entropy Realities Out There?

If there are we can't find any. The Zeitgeists say 'no' but they might not know—or tell the truth. If there was one, and it merged with ours (we seem to have no active Zeitgeist to control the corridor) the result might be a world-shattering explosion. For now it seems the only place we've got is here.

The New Debate Today

The ability to manipulate the universe is a daunting responsibility, but there seems to be no shortage of men willing to bear it. While life goes on, it becomes more and more clear that *eventually* a decision will have to be made. The Colonists live in one of the only places on earth that is both civilized and powerfully magical. They, alone, have the ability to usher in a new world.

And so the Debate has begun. What should that world be? Who should rule? What are the risks? The Zeitgeists are all too eager to help, but their advice is sadly predictable---choose me! Choose Me! CHOOSE ME! The European nations, for the most part, find the idea of scraping their perfect world and starting over abhorrent, but progressives on both sides of the ocean suspect that this may be mankind's destiny. It's going to happen—perhaps it should happen by design, rather than by accident.

And so, as the debate crests, the Mall in Philadelphia is surrounded by Observatories, where Americans and Europeans, and men and women from all over this world can come and gawk at what could be.

The math for the use of the Network goes like this: any telescope (there are 23 – one in each colony and 12 in Philadelphia, on the mall), may be used to contact the Zeitgeist. Four singularly focused telescopes are required to cause a *manifestation*. The avatar lasts so long as all of the telescopes are aligned. 24 Telescopes are required to cause an Event, which would erase this world and usher in a new one. So far as anyone knows, no one has built the final observatory.

Sweet Dreams.

Power, Vices, and Virtue

Power Spiral

- 2 : Complete Winner Take All (usually not viable)
- 1.75 : Winner Take Most
- 1.5 : Massive Power center
- 1.15 : Strong Trend
- 0 : No preference
- .5 : No massive entities, few large ones
- 1 : No large entities, few medium ones
- 2 : No medium entities, few small ones

Vices	Virtues
Wrath	Wisdom
Gluttony	Justice
Lust	Courage
Sloth	Faith
Pride	Hope
Greed	Temperance
Envy	Love

The Role of the New Debate in Gaming

Depending on how you choose to run a C-13 game the New Debate can be background material, a mere adventure seed, or the primary theme of the campaign. We had ideas as to how the Zeitgeists and alternaties would be handled and they changed over time—so we're leaving it up to you. But here are our thoughts:

Background

The easiest way to handle it is to have the New Debate be background. The players may identify themselves with a political party (each Zeitgeist has one) and they can see billboards advertising The World of Tomorrow or Utopia as they travel—but they're doing something else. They might be prospectors, private investigators, ghost hunters, or anything else (even diplomats and government workers—not *everyone* is always hell-bent driven to change the world by Tuesday). In this case the alternaties are simply color (or more than that—but not the focus of the game).

Political Infighting

Almost every one of these realities has its champions in the Continental Congress. Each four years there are votes taken and with a large enough majority one of these might actually be chosen. So far, it's never been close. The men and women who make these decisions are people of vision—a 'standard' C-13 scenario would have the players acting as a 'Political Action Team' (a cross between investigator, spy, diplomat, bodyguard, and magic-item-retrieval-team) for one of the 'parties.' The final decision may never come (indeed, the characters may be aligned with a faction that wants no decision to be made at all) but the game centers on political maneuvering and the characters are one of the primary chess pieces. In this case, the multiple alternaties serve as a fulcrum around which to conduct operations (the Britannia group is up to something: find out what ...)

Exploration

These aren't the only worlds out there—and these brief descriptions do them little justice in any event. The characters can be people at either a major university or members of one of the above PAT's that are charged with dealing with the Zeitgeists and finding new realities. Since the observatories have ways of looking for *potential* worlds the characters might even get to define their *own* ideas and then find the Zeitgeist and visit. In this case the alternaties are the basis of an exploration game.

Crisis

One of the most rewarding and hardest to run is the apocalypse scenario. Something has happened (perhaps the Ottoman Empire has built several working observatories) and the world is on a doomsday clock. War is a given (there are probably several navies steaming towards the North American coast right now, as well as battle across Europe). Humanity is having its hand forced (by the machinations of the Zeitgeists themselves?) Something has to be chosen or it'll be chosen for us. In this case, the game will begin with whispers of the crisis and then blossom into a full showdown of philosophies. The characters are people *close* to (or even part of) the colonial senate. Since they are the protagonists, eventually, somehow, the choices and final battles come down to them—what kind of world will we live in. To do this right, we'd expect there to be debates raging across the colonies (even in the face of catastrophe) and impassioned and bloody battles for each different potentiality. In this case the debate itself is the focal point of the game.

Zeitgeists and Alternate Worlds

These are the major alternate worlds. There are others, but these represent the most likely choices and greatest fears.

The Republic

Limits of Knowledge
Power Spiral
Karma

Who is in Power
Zeitgeist

Medium (lower magic than C13, 1960 era technology)

1.75 (Winner Take Most)

Reward Justice, Punish Courage

Reward Wisdom, Punish Faith

Philosophers

Justice: A 7 to 12' tall stately (severe) woman in a toga with a gold clasp and a white blind-fold (which does not come off). The clasp has the traditional scales rendered on it.

Political Party: Republicans. They're for 'laws that make sense,' conservative finances, and strong separation of church and state. They are often portrayed as the 'rational' party (but seen as lacking compassion—they're cool on social welfare).

"Greetings. Welcome to Century Hall—the grand building of state has stood for eight centuries. Follow me, please stay in a tight group and do not deviate—a great deal of important work is done here and we are not to disturb. This is the hall of Judgment and you will notice that it intersects with the halls of Truth, and Wisdom. There, across the lawn is the Executor hall where the pronouncements of the philosophers are carried out. There is such a hall in every major city in every nation today, but this was the first.

Moving along we can see the wards, down below. At one time they were filled with prisoners. Today that happens in another hall. Now those cells hold students of government who come to study before they apply to the office of Hypothesis, where debates are examined, and Thesis where the debates become law.

The body-elect, of course, meets in the Great Oratorium where the members of the electorate debate their chosen philosophies. They are in session so we will walk on the thick-carpeted stretch of rug along the walls and, as we pass the door, do not speak. If any of you feel inclined to cough or sneeze, please separate from the group now and you will be led to the waiting area."

Description: A perfect world of logic and justice, The Republic is an example of Justice and Wisdom over Courage and Faith with philosopher kings and states run according to the examples the great thinkers had laid down—and continue to. It is, in many respects, a wonderful world. With technology that has produced cars, mass production, and color television—but with aspects of magic to stretch into the truly bizarre realms, it is world that exercises the full scope of its power.

Nations based on different philosophies flourish or fall based on their ruler's choices. It is a world where war is very rare and almost never fought for reasons of passion or faith. It is, by accounts, a safe, clean world where men are friendly to each other and rulers are men of a great depth of thought.

The Karmic mechanics are the most troubling aspects, and one of its strongest: the punishment of faith by the universe does not mean that men do not believe—it means that those of great faith find chance against them. Whatever the moral ramifications (and they are heavy indeed) the mechanics of Justice and Wisdom over Courage and Faith have created a body of men who do not lash out—who consider, ponder, and strive to be fair. "Life isn't fair," isn't a parental refrain in The Republic. Life may, indeed, not be—but men who are both wise and just find that things work for them.

Who Wants This: Lots of logical men. It is a world where a man is free to succeed and where the universe is on the side of logic and fairness. It is a place where a man will be held in esteem for his ideas and not his wealth, where freedom flourishes and where men are unfettered (in large) by violence.

Who Doesn't: The parameter of Wisdom over Faith is staggering in its ramifications. We can't begin to touch them here, but suffice it to say that theists of all stripes are horrified. It has been suggested that Justice over Courage is enough in the hands of the philosophers, but shortsighted views of Justice or Justice mixed with certain religious beliefs could produce states that were abominations. Wisdom over Faith took care of both problems but many (most) find it an unacceptable compromise.

Utopia

Limits of Knowledge	Low (post modern technology)
Power Spiral	1.75 Winner Take Most
Karma	Wisdom over Faith
Who is in Power	Laborers
Zeitgeist	The Proletariat. He is an 'idealized' bald man with powerful muscles (about 6' 5" tall). He wears a work-shirt with overalls and powerful bare arms.

Political Party: The Utopians. They are for unions, government ownership of the means of production and social welfare. They are seen as compassionate but often derided as inimical to economic growth (a charge they deny).

"Did they give you any trouble at the checkpoint? Good—some of the territories are hungry and they're watching to make sure procedures for coming and going are followed. Rules are rules but sometimes they get overzealous and it's inconvenient.

Well, welcome to the Shining Peace Collective—we're first rated in production and have a double leisure-time cycle coming to us so you picked the right time to transfer! Seriously, though, as a knowledge worker you'll have plenty to do—just make sure you keep your field-hours up. I'm sure we can get you something that'll suit you: agri-bot controller looks about right for you—not too much sweat involved.

Oh, and check in with the Union Mother—she'll want to double-test your vaccinations and med-records, she's just that way. We'll get you over to your Community Pod—your mates are dying to meet you. You can get introduced to everyone if you're up for Mass [Mass Media, that is, state-sponsored broadcast on a massive TV screen]. Well, it's real good to meet you!"

Description: A worker's paradise, Utopia grew out of Karl Marx's work in Europe. It's an intriguing place: the power is actually controlled by the workers so everyone must work. In a Winner Take Most society, the 'most' is distributed across a wide basis. The planners and coordinators don't get to run the show as in other worlds.

The promotion of Wisdom over Faith, unlike in the Republic, is done specifically to remove religion. Marx believed that theology was used to yolk the populace and Utopia has moved to do away with it ... without persecution by the state (judged to be unpalatable). The promotion of Wisdom, instead of, say Justice, has created a clockwork state where high-tech distribution has enabled those who need to receive (mostly—nothing's perfect) and those who make to easily give.

Collectives can fight—there is a resistance—but in general The Union governs completely. From nation to nation the specifics may change slightly but all nations need labor and the laborers have a great deal in common. If anyone is hampered it is the driven and the intellectuals. One cannot become rich in the collective: the more one gives, the more is taken. Similarly being smart means little—you are expected to give in the cause of improving society (medicine, and such) but the power is held by the majority—those who labor and the world's greatest technologist is just a person to empower the legions of workers.

Freedoms don't exist—but latitude is tolerated. The State, in no serious danger from dissidents, will allow certain demonstrations, protests, and the publication of provocative literature—but one needs a license and Collective Rules can (and often do) revoke the license at will. Mostly, the Collective is stable: attempts to change the world face a massive, unified, resistance.

Who Wants This: Marxists want this. Those seeking relief from what they feel are oppressive religions or states want this. It's a paradise for the working man: no worries about money or stability ... even with inevitable problems, it's clear that there if one wants the part of a worker, there is no better place to be one.

Who Doesn't: The Faith-backlash is intentional in Utopia. For obvious reasons, this is enough to kill it for many. Worse: the security of the Collective exists only so long as one is a happy worker. Great men and men of great intellect or drive will find themselves asphyxiated in Utopia.

Camelot

Limits of Knowledge	High (lots of magic, medieval technology)
Power Spiral	1.15 (strong tendency for powerful groups)
Karma	Promotes Love, Punishes Temperance
Who is in Power	Heroes (those of heroic stature)
Zeitgeist	Sir Gwain. A knight of Camelot—resplendent in golden platemail and wielding a sword.

Political Party: The Table. A weak political party—but one that enjoys support from lots of young people and anti-technologists. They have few real political aims in C-13 but have large conventions that resemble renaissance festivals.

"Camelot? Well the tower and the table were destroyed in the sixth century—but the tradition lives on! It does indeed. Come along boy! Through here. Castles aren't like they were in the 1200's—we've come a long way since then. Look there? The Air Defense Towers. Wyrms Riders aren't anything you want to face out in the open on top of a turret.

See the jousting yards? The shields are magicked to heal wounds—haven't had a death or disfigurement in standard tournament since 1573 when they were put in ... had a few off the tournament field—don't fight any non-reg duels.

What's that? Yes, the feasting—don't worry lad, there'll be a feasting tonight—any excuse as they say 'eh. Well, let's get to the stables. You'll work your internship as a hand there before moving into the Scribe-Apprentice quarters. Ah, don't look so grim—the enchanted oils keep the steeds clean by themselves almost. It's feeding and shoveling ... but we didn't promise it'd be easy.

Yeh—there's plenty of protocol with the Knights but The Order of the Table won't cut you down for stammering or any of that lot. Just mind your manners and be respectful and watch the staff and you'll be at speed in no time.

Eh? No—I'm not worried. Lord Karanger wouldn't dare a siege in the winter—our pantries are full and he'd be out afiel with troops ... that's rumor to frighten the peasants. Pay it no mind. And under Sir Ulther you're safe besides. I've never seen a man like him on the field ... passionate, masterful, resplendent. The Knights ... they're not like normal men, boy. You'll see when you meet them. Now get some rest."

Description: Camelot contained the great king and his great wizard besides. In its modern age, technology is still at the level of simple machines and will go no further than large (albeit complex) mechanisms. It is a land of high magic and dragons, maidens, quests, and heroes. Heroes are the lords of the realm—not just the best fighters but also those who aspire to mythic stature.

Dumping Temperance for Love has created a passionate and romantic world with soaring courtships, deep betrayals, fiery tempers, and excess in the pursuit of honor and glory. It is a place where great men both kind and cruel rule and between their realms monsters live. With great magic, it avoids the natural dangers of plague and famine most of the time but it faces new dangers in the forms of mystical beasts and bloody wars.

Who Wants This: Romantics want it—badly. It has a place for anyone who appreciates the great stories ... and where one might even get to participate. It is a place where romance and love are not only held in high esteem by authors but by the universe itself. In Camelot, True Love can indeed win the day—even if the night of feasting after goes a bit too far.

Who Doesn't: Anyone who wants an orderly, safe world stays away from Camelot. Its charms are non-existent for statesmen. Both deep thinkers and nation builders would be lost in Camelot.

Metropolis (The Dream)

Limits of Knowledge	Very Low
Power Spiral	0.1 (minor trend)
Karma	None
Who is in Power	The Rich
Zeitgeist	The Phoenix – death and rebirth, it is stately and awesomely intelligent. It looks a bit like the Roman standard, a bit like the eagle on the American seal ... a bit like a thermonuclear fireball.

Political Party: The Progress Party. They believe in (if they can't invoke Metropolis) building it. They want scientific progress, westward expansion, and a break with Europe. They want to build more heavy industry in North America and Federalize everything (they wish to decrease colony power).

*Harry Truman, Doris Day, Red China, Johnny Ray
South Pacific, Walter Winchell, Joe DiMaggio*

*Joe McCarthy, Richard Nixon, Studebaker, Television
North Korea, South Korea, Marilyn Monroe*

*Rosenbergs, H Bomb, Sugar Ray, Panmunjom
Brando, The King And I, and The Catcher In The Rye*

*Eisenhower, Vaccine, England's got a new queen
Maciano, Liberace, Santayana goodbye*

*We didn't start the fire
It was always burning
Since the world's been turning
We didn't start the fire
No we didn't light it
But we tried to fight it*

-- Billy Joel *We Didn't Start the Fire*, *Storm Front* 1989

Description: The Dream world is the only other world known to have actually existed—maybe still existing. Having erupted from the same roots as C13, it diverged when mankind found no magic in the New World and probed deep into the Limits of Knowledge. As of the present, they hadn't struck bottom yet.

Metropolis, with a minor power-spiral, a slight tendency towards "The poor stay poor, the rich get rich" is a world where there is great poverty and great wealth and the boundaries that separate them are extremely varied. It is usually true that one or two super-states are massively dominant, but equally true that they will fall—especially when challenged.

The world is a cyclical one, marked by often dramatic rises and falls on an ever-upward march towards the limits of knowledge and the increase of power. Perhaps the most noteworthy element to the citizens of C13 is that their potential state: the United States of America (although it's really only North America) is not only the most globally dominant state in The Dream, it is also the greatest agent of global change the world has ever known. More importantly still, the United States is, an outgrowth of their philosophy. It is The Great Debate made flesh (in the Dream World, the debate was about governance not the physicality of the world itself).

Who Wants This: The architects of the 13 Colonies suspect that Metropolis is their dreams fulfilled—a state of freedom in a world whose limits have yet to be reached. Many suspect that, under a world with aristocracy and magic, manifest destiny will never be fulfilled. There is also the belief that the western trend towards freedom of speech and religion can spread and create a world that while imperfect is possibly the best of all possible ones. Across C13 the average Man on the Street sees Metropolis as the ultimate opportunity—their opportunity.

Who Doesn't: The aristocracy isn't too happy. Sure, they're rich now—but wealth with only a .1 power power-spiral can be wiped out after one or two generations. Land is far safer. Big picture people point out that Metropolis has already undergone Winner Take All without the help of a Power Spiral: the fact that the super-state C13 sees itself becoming might fall in another 100 years or so isn't comforting to the rest of the world (they include Western Europe and some of the Pacific Rim as sharing in the wealth—but that still leaves most of the landmass in chaos). Magicians don't want Metropolis since they'll be reduced to wearing funny robes at Renaissance festivals. The European powers (especially the "What happened to us!?" Ottoman Empire) are more insulted by Metropolis than terrified of it. Most of them would rather see Britannia.

The World Of Tomorrow

Limits Of Knowledge	Extremely Low
Power Spiral	2 (Extremely High)
Karma	None
Who has The Power	The Majority
Zeitgeist	Persiphere and Trylon (female and male aspects). They appear as trim, beautiful, tall people wearing silvery outfits. They carry a bewildering array of gadgets and speak with reverb and electronically enhanced oration.

Political Party: Technocracy. Better living for science. They believe that despite the Limits of Knowledge, science, even in C-13 can improve things. They are popular in the Middle but get less support from the North and South (and they mostly work to show how things *could* be wonderful if their alternaty was realized).

[Deep, rumbling falsetto voice of a game-show host] "Welcome to the World Of Tomorrow: your Personal Robotic Butler will fetch you a drink from the Macro-Tronic® Family Food Cryonics Chamber while you sit and relax after your four-hour shift at the Waxtor Widget Factory™. Your Mecha-Pet™ will lounge at your feet while you watch the Six-O'clock Solar-System News on your giant Wal-Screen Television!"

"Oh-ho! It looks like there's a sixty-car pileup twelve miles above the twenty-lane MotoBahn Speedway but Medi-robots are on the scene! Your wife and 2.5 kids [cut to shot of a breeding vat with a smiling, half-formed fetus waving back] might be a little late from their daily shopping excursion at the Mega-Mall! [a white, sparkling, collection of geodesic domes surrounded with beautiful fountains and small strips of greenery]. "She's bringing you the latest in Wonder-Clothes™ and electronic conveniences to Make Your Life Easier!"

Description: The World Of Tomorrow is a glittering megapolis of domes, hover-cars, people-movers, and television screens. It is a high-tech republic (magic is unknown) where the will of the people has created a vast consumer-culture where all good citizens are treated equally. With almost no limits of knowledge, the human body is re-knitted by machine, couples wearing jet-belts soar through the skies, and cars done with fins and swoops and domes race down the highways at over 200 miles per hour. Work is mostly done by machine but people need to be occupied and the average man works 4.5 hours a day making Sprockets, Widgets, Whosits, and Whatists in automated factories.

In the World Of Tomorrow women are said to be happiest as homemakers and that's where they'll be found: cooking and cleaning are done by maid robots (which sometimes need to be managed to give the missus something to do) but most of the free time is saved up for shopping, strolling (on moving sidewalks), and cooking DeluxDine™ meals in Max-O-Tech® food processors.

Junior is 59% likely to be involved in one of the extreme Sports (at the Safe-T™ Dome—don't worry, he's perfectly protected from injury), while little girls are most often found at the Virtual Fashion X-Change using configurable NuFabrics® to zip their clothing from one style to another!

Who wants this: It's the perfect welfare state, a land of plenty—luxury, peace, and health abound in the World Of Tomorrow. Freedoms are a tricky thing: it seems as though there is no issues with religion, freedom of speech, or artistic expression. Everyone is smiling ... everyone is happy!

Who Doesn't: It's soulless and the reason that things are so sedate is that The Majority has taken hold with an unbreakable iron grip. Dissonance is non-existent. All competing beliefs have been destroyed.

Pyramid

Limits Of Knowledge	Low (little magic, slightly postmodern technology)
Power Spiral	1 (high)
Karma	None
Who has The Power	Corporations
Zeitgeist	The Firm – a silhouette filled with glowing numbers (stock-tickers, rise and fall graphs, scrolling measurements, etc.)

Political Party: The Industry Party. They believe in a mix of free trade and protectionism that would make your head spin. They are active overseas, working tirelessly for their corporate sponsors—they do wish to ensure that the colonies are the dominant economic force in the world no matter what gets chosen and their Public Relations team has done some surprising things for their employees (however, they aren't in favor of Government Welfare—more like Employee Reinvestment).

"Hi, Johnny—make sure you keep that name-tag on until we get used to you—welcome to the mail room. You've been trained since the age of five for your position at Helix, but we keep with tradition (harrumph) and everyone starts out in the mailroom. Don't worry though, if you've got the right stuff—and our system-projections say you do, you'll move up quickly. You might even make Mid-Echelon Management!"

Don't forget to attend company policy meetings—you're a shareholder now and as you grow with Helix, your vote will get bigger and bigger. And since you're a shareholder it wouldn't hurt to buy your general and sundries from our consumer-durable affiliates either, know what I mean?

Okay—here's your terminal—be sure to keep your log it out when you're done: there are monkeywrenchers who'd love to get into Helix—at the ground floor or no. I know it ain't much now kid, but Helix takes care of you. Helix looks after you. After four or five decades of loyal service you could be skiing in the Andes each Christmas and on a cruise for your vacation in the summer. Hell, I dunno, you might even get a window office."

Description: Pyramid is a world ruled by corporate structures. No single individual owns the money and the power (CEO's are like kings but even they have to answer to investors). With relatively few corporations (super-corps) most of the world falls into one or another target market. Pyramid is peaceful since war where your interests are at stake aren't the kind of wars that are good for business.

Pyramid is a vicious meritocracy. Corporation's innate survival instincts have led to intense competition for the best ... and an assembly-line mentality for others. Sure, it's just good business to keep your employees happy—but if one falls out of the target market or disappears off the demograph he's not just history, he's downsized into oblivion.

Who Wants This: Wealthy Capitalists think they'd transfer into investors. Those who believe that a well-run corporation has and carries out a moral duty to its employees see the good in the prospect of a peaceful state overseen by industry.

Who Doesn't: Those who believe corporations are necessarily callous and corrupt dread the idea. In Pyramid there are no true freedoms for the employed and no true life outside of that employment. Anyone who is a rebel, a freedom fighter, or otherwise doesn't want to suffer a lifetime of wage-slavery objects.

Anarch

Limits Of Knowledge	High (lots of magic)
Power Spiral	-1.5 (scattered mid-to-small scale power-structures)
Karma	Punish Wrath Reward Sloth
Who has The Power	Artists
Zeitgeist	Slacker – an unassuming boy (or girl) with a black t-shirt and ill-fitting or homemade clothes. Smells like marijuana smoke.

Political Party: Grassroots activists. There is no real political clout for Anarch but across college campuses everywhere there are people making flyers, printing underground newspapers, and otherwise getting the word out.

"Wow, man. Check it out—I got some homegrown prime. I'm willing to share—I am—but my roof's cavin' in ... so could I crash for a bit? Thanks, man, you're a real friend. Yeah ... that's better. Hey. Lemme show you something: I'm really into the phantas-scene. This chick, Jalla Civers is, like really deep and I'm like, waaay into her.

Yeah, she does these things—takes these little nuggets of stone, and makes them like ... like looking into other people's eyes man. That's what it's like—like someone's in there. I can see people in there.

So anyway ... ummm ... my garden hasn't been doing so well, you, um, got any spare chow? No, huh? What're we gonna do—I got a real hunger all of a sudden."

Description: Anarch is considered a failed spirit—and by some a Hell. It has no real political clout mixing negative power-spiral with Karmic backlash. It seems to be a series of failed small governments and struggling city-enclaves. Most people live in small agrarian communities and very little gets done.

A society run by artists has left power almost vacant—many of the cities are more like sprawling fan-groups whose effort exists to act as a patron to their idol. The presence of magic has prevented widespread massive disasters like plague and starvation but those do occur periodically. War and violence is very rare (even amongst rival fans) and there is an ironic appreciation of the state of the world.

Who wants this: Small cliques of students all over the world want Anarch. It was contacted originally as a Boston University Meta-Physik program to examine the potential effects of Wrath-Sloth reduction and low structure. The Artist-Power mode was unexpected, but the result was a world few adults wish to live in and many students are enraptured with!

Who Doesn't: Most people. Wrath-Sloth is considered one of the best possible karmic tradeoffs but it must be composed with low technology or the benefits are lost. With negative power-spirals the power-divide seems to choose the flavor of the world but has very little impact on its actual description.

Britannia

Limits Of Knowledge	High (13C level magic)
Power Spiral	.15 (Extremely High)
Karma	None
Who has The Power	England
Zeitgeist	The Lion. An anthropomorphic, educated, well-dressed and well-spoken humanoid lion. It has been mistaken for a leo-noid Anamid (a terribly embarrassing mistake to make with a god-like Zeitgeist!).

Political Party: The Loyalists. They work for better ties with Britain and do work to exploit the colonies status as, well, a colony. If something can be done cheaper by the crown they work for that. Despite separatists tendencies in the government, the Loyalists have done a good job of convincing everyone that they're *patriots*—they just want to strengthen the 'alliance.'

"There you go, lad, look at that: the ocean—from sea to shining sea and all that. It's ours boy and 'round the globe the sun will always shine on her majesty's land. Oh there've been problems in the past ... in the territories ... in the protectorates ... but where right hasn't won the beggars over, might prevails, as they say.

It's not a perfect world—we've got a heavy crown to wear, that's certain. The people out there—some are civilized—most are savages. Bringing' 'em civilization ... a thankless task. Every try teaching a toddler table manners? Well, boy, you've got a lot to live up to, being an Englishman—it's a big responsibility. What's that? Yes—yes it is our responsibility. Like it or not. It's not a perfect world ... but it's ours."

Description: Britannia is an example of what happens if well meaning nationalists set the world. The power-cycle is set a level below the Winner Take All scenario and intentionally so: Britannia sees her power as a responsibility to the world—as the rightful steward of the planet.

In Britannia England controls more magical power than her C13 counterpart, the source being open worldwide. In the homeland it is a robust golden age (of course there are downturns: a .15 Power Spiral isn't enough to win every war or every trade) and her navies rule the seas.

Around the world, the non-European nations are colonies, protectorates, or liberated sons and daughters of the English Crown. There is more landmass under her flag than in Europe. Of course there are never-ending wars in in-land Russia and China. The Americas have missionaries in conflict with the Native Americans—England doesn't wish to populate the new continent, just exploit her.

Who wants this: Well, Britain, obviously, but the Lion speaks for some other things as well. As the only fully realized Nationalist state, her champions have proved that the specter of British dominion just ... isn't so bad. For her non-citizens there are examples (not many) of successful and peaceful succession (just look at Canada). For those who wish to join her, the modern state of Britannia is fairly low on atrocities—it might not be the best way to run the world, but for a Western European, it isn't a bad one.

Who Doesn't: Anyone who isn't from Western Europe for starters. Despite some signs of progressiveness The Lion is an arrogant, powerful bastard who treats those different from him as children or savages. Those opposed say Britannia rules the rest of the world with a velvet glove—under which is an iron fist if her resources are threatened. And who wants to live in a world constructed so the English can lounge in luxury anyway?

Gomorrah (Winner Take All)

Limits Of Knowledge	Medium High (C13 level)
Power Spiral	2 (Extreme)
Karma	Punish Wrath, Reward Lust
Who has The Power	The Elite
Zeitgeist	The Seductress

Political Party: The Society. Well, it's a *secret* society—and they have dark rituals and all kinds of debauchery. There's a major 'coven' in Boston but if you look hard (and believe the conspiracy theories) there are some members of the Congress that belong. You can't be too sure.

"Hi there, stranger. Sit down—let me talk to you. You're wealthy—I can tell—I can see it in how you dress ... but its more than that, you know—it's a command you have—a command of power and money. That's a hell of a turn-on for me; I don't feel bad telling you that.

And you like me. Want proof? If an ugly girl said she wanted to get down under the table and take your trousers down you'd be out of here before I could blow this candle out. But your not. You're interested? Yes?

Let me tell you about a place—not everyone can go there—but a person like you? Okay: it's like heaven. It's like abandon. It's like ice and hot wax and sweat. It's like nothing I can describe because it doesn't exist here—it can't—but it is out there and it doesn't end. Imagine that: it doesn't end. It's all the best parts and it'll never get boring because there's always someone else and we're all willing and there are people who don't count and you can do whatever you want to them.

Did that get your attention? Ohhhhhh ... I see it did. Anything. You. Want. They. Don't. Matter. Ohhh... want to hear more, stranger?"

Description: The Gomorrah Hell is an example of what can go terribly, awfully wrong. Experiments into Wrath replacement found her—The Seductress. It turned out to be a horrible mistake. Gomorrah is hungry and she wants to be real so badly she'll do anything. What she offers is unimaginable. No one on the record has sat around for a full description of what it would be like but after catering to the Elite's every demented whim there's ... nothing. For those who are selected by the Elite (from the gutter-mire of the rest of creation) one can only wonder what appetites they would satiate.

Who wants this: The Seductress and her minions want it. That's about it. There are a number of players who either "want an 'in' with her in case she wins" (although it's hardly guaranteed she'd be grateful) or those who share her vision (usually sick, powerful people). She's also a master of blackmail and seduction in her own right.

Who Doesn't: Anyone with a shred of decency doesn't want this. Either you're in or you're damned and even most of those who don't want to be damned don't want in.