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Share your knowledge with your fellow characters in the story. Exception: if it's marked **Secret**, only share it if it's to your character's advantage to do so.

There's a lot of information. You don't have to share it all at once. Take your time. Have fun!

How does your character know these things? They remember it, as if learned in a dream.

After all, this must be a dream. Isn't it?

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Joyce (Bill Seligman)

Everyone cancelled for the Munchkin game tonight, and you thought you'd be alone. But suddenly you find yourself here.

In the Cycle of Races, each group has its time to control the world. No Cycle is absolutely pure; there are always travelers from other Cycles who visit, travelling through the Corridors of Myth. Sometimes these visitors establish small colonies. That is the reason why Humans of this world are aware of Elves, Dwarves, Fairies, Minotaurs, Centaurs, and other races; this may be the Human cycle, but we have guests.

You're pretty convinced that the Corridors of Myth should remain open. All the wonderful possibilities, the chance to meet creatures from other worlds! Maybe some of them will be green Orion slave women. Maybe some of them will be grateful to be freed by you. Really, really grateful.

Someone here is leading the effort to convince people to vote to keep the corridors open. Find them and help them. If that person isn't here, take the leadership role yourself. Speak at the meeting held at about a half-hour after the gathering starts.

Your father is here. He buys you clothes every year for your birthday. Be sure to thank him.

Vann (Bill Seligman)

Everyone cancelled for the Hermes Council meeting tonight, and you thought you'd spent the evening by yourself. But suddenly, you're here.

The Corridors of Myth are a network of passageways between the Cycles of the Races. They span tens of millions of years, bridging peoples and cultures that would otherwise be isolated. They can also bring great pain, since brigands and maniacs can travel the Corridors as well.

You're pretty convinced that the Corridors of Myth should be closed. The price of the wonders they might bring is more than offset by the suffering they can cause. Besides, some nice-looking women are also in favor of closing the corridors. Maybe some of them will be grateful for your support. Really, really grateful.

Someone here is leading the effort to convince people to vote to close the corridors. Find them and help them. If that person isn't here, take the leadership role yourself, or assist someone willing to lead.

Your father is here. He may need some help with his Windows system. You should be a good son and offer to help him.

Arthur (Uriel)

Each green stone represents a vote for leaving the Corridors of Myth open. Each blue stone represents a vote to close them down.

Do people here seem to have contradictory backgrounds? The Corridors of Myth are responsible. They not only bring together races from different parts of the Cycle, but different worlds, probabilities, and myths as well.

If a dishonorable person votes, the entire voting process is invalid; Gaia will decide the issue by herself. Therefore, a dishonorable vote means that everyone loses (yes, even any anarchists among us). Take care to preserve honor!

Secret: There are several people here who claim they know the will of God. You may be the only one who can judge from direct experience. By listening to their words, you may be able to steer the vote towards the salvation of the human race... or let the God-following creatures plummet to destruction.

Secret: “Dante brought down a fallen angel.” Of course, the Divine Comedy maligned some friends of yours, but you don’t think this phrase involves Dante Alighieri. Someone here deposed a demon out of Hell, and you may be next.

Susan

The People of the Swamp (the Lizards) were the most successful of all the races to rule the world so far. They ruled the world for sixty-five million years, but their Cycle ended about sixty-five million years ago. They stopped, not because they wanted to, but because the People of Fire burned the world in an unsuccessful attempt to assume control.

If someone doesn’t want to be challenged to a duel, they just give away their voting stones; they can’t be asked to wager if they’ve got nothing to bet. If they’d still like to vote later on, they could try to give their stones to someone else, then ask for their return before the vote. Of course, that other person could lose the stones if they are challenged.

You come from about a million years in the future (within the Cycle of the People of the Trees, if that matters to you). The vote on whether the Corridors of Myth stay open affects you personally: If they are closed, your time machine will no longer work.

Secret: You just need a couple more specimens to complete a collection in your own time: a nobleman and some wild animal (a gorilla would do nicely).

Sandy (Six)

There will be a vote this evening. The method is unusual: people will have a number of differently-colored stones; each color represents a point of view. Each voter can vote some, all, or none of their stones as they choose, to represent how strongly they feel towards the issue. For example, if you felt that the “blue” side was a little more valid than the “green” side, you could vote 3 blue stones and 2 green stones... if you have the stones at the time of the vote.

Secret: Within your heart, you feel that God wants the Corridors of Myth closed down. The Humans and Cylons have been through enough. They need security and stability; the corridors are the antithesis of both.

Someone here is leading the effort to convince people to vote to close the corridors. Find them and help them. If that person isn't here, take the leadership role yourself, or assist someone willing to lead.

Secret: There's someone else here who says he is a man of God... but he is Human, and what do they know? Another says he is an angel; perhaps so... but you have met angels before, and you're not convinced they represent the Will of God. You're suspicious of anyone who claims authority because they know what God thinks.

Skyler (Baltar)

In the Cycle of Races, each race is given a chance to live on the world, to use it and care for it responsibly, for as long as they can – perhaps for ten million years or more. When a race is ready to retire, they clean up after themselves, erasing all signs that they had ever been present.

The Human Cycle began 150,000 years ago. Hmm, that's when the colonial fleet arrived. Could this “Gaia” be the one responsible for leading the fleet here?

A few years after you settled on Earth, you saw a curious person walking in the fields. She was dressed anachronistically, in Roman armor and a space helmet. She vanished before you could speak with her.

Secret: For you, influence is all-important. The Corridors of Myth are another way your power and control can expand. You very much want the corridors to remain open.

Someone here is leading the effort to convince people to vote to keep the corridors open. Find them and help them. If that person isn't here, take the leadership role yourself. . Speak at the meeting held at about a half-hour after the gathering starts.

One strategy to winning the vote is to control as many of appropriately-colored stones as one can. This can be done by talking people into voting in the same way, or by gathering stones through trades and duels.

How marvelous all this is! In your time, most of these creatures, especially humans, are myths; the stuff of fairy tales. Some of the stories were wrong; it appears that humans are somewhat civilized, and don't eat their own poo.

When you return home, you want to tell all your friends and your fellow scientists. You're certain they'll want to come and visit this time as well. Of course, for this to happen, the Corridors of Myth must remain open.

Secret: You are a psychologist, with a unique specialty: people who think they are plants. This is actually a common delusion in your society. You've developed an experimental cure, but you are not confident it can succeed; you would need someone to "magically" sense the plant-thoughts in the brain. Of course, as a scientist you know that magic does not exist. Therefore, you're not likely to mention your treatment in casual conversation.

The races can travel between the Cycles of the world using the Corridors of Myth. That is why Humans are aware of Elves, Minotaurs, Cat-people, and so on. In the same way, other races in other Cycles are aware of Humans. Many of the other races regard Humans with mild contempt: "Humans think they are civilized merely because they bathe occasionally."

The first to rule this world were the People of Fire. About five hundred million years ago, they ruled the world for ten million years. They retired honorably, but later felt they had left too soon. They tried to get control of the world again, but failed. The last time they tried was ten years ago. The attempt went awry, and they were kicked out of the Cycle of Races, never to be permitted to rule again.

But be careful of the word "they." Every race has a range of people with a range of feeling. Not every member of the People of Fire desired control and revenge. Not every person of the People of the Jungle is placid and intellectual; some are warriors, bent on conquest.

Secret: You are noble-born, and understand the concept of honor. There is someone else here who may be in charge of keeping everyone honorable. Perhaps you can offer to help them.

Jessica (Dante Valentine)

Gaia puts a lot of emphasis on honor; for example, dishonorable people cannot participate in tonight's vote. If you want to vote, it's a good idea to behave honorably, by Gaia's idea of honor—even if you don't agree with it. (Hmm... Gaia's rules of honor don't say anything about telling the truth. It's probably just an oversight.)

Ten years ago, there was a meeting called by Gaia to decide the fate of the Humans. The decision was forced as part of a plot by the People of the Dark, who in turn manipulated the People of Fire. It was a complex scheme; perhaps that's why it failed. But it wouldn't have happened if it weren't for the Corridors of Myth.

Secret: You've accepted a job from a mysterious religious order. It's not bounty hunting, exactly, but it pays the bills. They want you to intimidate or persuade people at this gathering. You can't threaten them physically due to "Gaia's Peace," but that's why you were hired: You've got at least two methods of persuasion. One is your obvious physical charm. The other is subtle: find out which dead person your target fears, and then threaten to resurrect them if your target doesn't do what you want. You will know your employer by the contact phrase, "The gaze never stops."

Nelson (Thor)

Except when they need to be handled, people should keep voting stones in their pouch; they can't be hidden elsewhere. To do otherwise would be dishonorable, and the dishonored cannot vote.

No one knows who created the Corridors of Myth. Perhaps they will be created in the distant future, by a race not yet known. The Corridors allow different races, times, and even worlds to come into contact. A few special people have the talent to travel on the corridors and teach others how to use them.

You're not familiar with Gaia, at least not in her incarnation as the representative of the People of the Trees. She sets a great deal of store in the concept of honor, and you respect that.

It is important that honor be upheld at this gathering. When everyone meets, step forward and volunteer to be a guardian of honor, and to identify anyone dishonorable.

Secret: You know that Odin is looking for a new Valkyrie. Perhaps there is a suitable candidate within this gathering. The qualifications: bravery, intelligence, honor, and compassion. If someone here demonstrates those qualities, offer to present them to Odin.

Jason (Shadow Willowsweep)

The idea behind the Cycle of Races is that each race gets a chance to see how well it can take care of a world. A race (Elves, Dwarves, Fairies, Humans, and so on) takes custody of the world, controls it for some tens of millions of years, then cleans up all traces of its presence to pass custody onto the next race.

The People of Fire consist of a group of related races that have an affinity for heat and flame. The most prominent of this group are the Orcs.

Secret: Euphora is in danger. This danger extends not only to Euphora herself, but to your entire world of which Stonewatch is a part. You're not sure what the danger is; it has something to do with actions she might take if the Corridors of Myth were left open. But it's just a feeling, so you haven't discussed it with her yet.

Secret: You have an impulse: Find someone from a place where wood and steam are used to forge mechanisms. Such a person may have a clue for you... or perhaps not.

Kim (Euphora Moonshadow)

The first to rule this world were the People of Fire. About five hundred million years ago, they ruled the world for ten million years. They retired honorably, but later felt they had left too soon. They tried to get control of the world again, but failed. The last time they tried was ten years ago. The attempt went awry, and they were kicked out of the Cycle of Races, never to be permitted to rule again.

Whether they know it or not, the representative of the People of the Trees is Gaia. She is not in control of the humans of this world, but she is responsible for them. She doesn't usually exert her authority, except at gatherings like this one.

Secret: Your druid senses have detected unusual people and spirits at this gathering. Among them are a beast with the mind of a man, and a plant spirit. The latter may be trapped or in torment; you may want to reach out to them.

There are such possibilities in beings like as these! You'd love to meet more of them, invite them to your world, learn from them. This can happen if the Corridors of Myth remain open.

The Peace of Gaia keeps your magic from working at this gathering. But you can still plan for magical workings after the gathering ends.

Deborah

The “Peace of Gaia” forbids the use of physical or magical conflict while at this gathering. One cannot even try. Such is the power of a representative during her people’s Cycle.

Secret: Bond is in trouble. He was captured and is being held hostage. You don’t know by whom. You know the mission assigned to him by MI-6, and in his absence your agency ordered you to carry it out.

Your assignment: close the Corridors of Myth. In this day and age, they’re too great a security risk. You must not waver from this task.

Normally you might not work in the open, but you sense that here you must take the lead. Convince the others to “vote blue” and close the corridors.

There are others here whose task is to assist you. Find them. With their help, call a meeting of everyone, to start at about half an hour after this gathering begins.

Your opposition will speak at this meeting as well. Be persuasive, or find others who are.

The vote will take place at about 9:30 PM. You have plenty of time to persuade people.

If you can’t convince people by the force of argument, find some other way to win the vote.

Dave

If the Corridors of Myth are shut down, how long will they be closed? Perhaps only a short time... but a short time to Gaia is about 10,000 years.

You are a man of God. You are convinced that the word of God must be shared with everyone, throughout all the worlds, to all creatures great and small.

Your task is to make sure the Corridors of Myth do not close. You must not waver. Take the lead. Convince the others to “vote green” and keep the corridors open.

There are others here whose task is to assist you. Find them. With their help, call a meeting of everyone, to start at about half an hour after this gathering begins.

Your opposition will also speak at this meeting. Be persuasive, or find others who are. Sway the vote your way.

The vote itself will take place at about 9:30 PM. You have plenty of time to influence people.

If you can’t convince people by the force of argument, find some other way to win the vote.

Carolyn (Talia Rein)

In the Cycle of Races, every group has a representative. They don't control their race, but they are responsible for it. For the most part, a race is unaware who their representative is. During their turn in the Cycle, a representative has extraordinary powers. The representative of the Human race is Gaia.

Dueling is not honorable until after teatime. Here, that means that challenges can begin an hour after the gathering begins.

Secret: You are not the only one at this gathering who's been tossed around in marriage. Find any others here. There may be something you can do together that you couldn't do separately.

Secret: Lately you've had dreams of the world being invaded and destroyed. Sometimes it's been your world, and you see the mighty dirigibles and gyrocopters going down in flames. Sometimes it's been a fantasy world, with sword-wielding knights and spell-casting magicians falling in defeat. The enemies are curious: huge vines reaching out to engulf the world, or hordes of savage gorillas. It's all rather ridiculous, which is why you haven't discussed this with anyone.

Krisdin

If someone is going to participate in the vote, they must wear a pouch; this makes clear an honorable intent to engage in debate. To hide a pouch when one intends to vote is dishonorable, and dishonorable people cannot vote.

There's nothing that stops anyone from trading voting stones. One can give stones to someone they trust to vote as a proxy, or ask someone for stones in order to be their proxy.

While you were still a human hiker, you saw a curious person on the trail. She was dressed anachronistically, in a Japanese kimono and an African tribal mask. She vanished before you could speak with her.

Secret: The kudzu spirit within you comes from a time in the distant future, more than a billion years from now. It travelled here using the Corridors of Myth, with a relentless desire to spread and engulf. It is presently restrained by what remains of your human form and will, but that may not last forever. The kudzu spirit wants the corridors to remain open, but the human part wants them closed to prevent the spread of the kudzu. And your human side is beginning to see the kudzu's point of view.

Nancy (Beatrix Kiddo)

The blue stones represent votes for closing the Corridors of Myth. The green stones represent votes for leaving them open.

The voting stones can't be stolen (that is dishonorable), but someone can ask for them; maybe people will be generous. There is another way to get someone's stones: challenge them to a duel.

Gaia called a meeting ten years ago to decide the fate of the Humans, whom she called "the People of the Trees." Since Humans are still here, you can guess how the decision went. However, she is still disgusted with the overall behavior of Humans. That is why she is not at this gathering, even though she arranged it.

Secret: You still have to make a living, so you accepted a job from a mysterious order of monks. They hired you to kill or capture a secret agent who was investigating them. You crept upon him silently, knocked him out, drugged him, and now have him hidden and unconscious in a place that no one knows but you. You're waiting for more instructions before you take the next step. The contact phrase is, "The eye sees all." When you hear it, you know it comes from the ones who hired you.

Vinnie (Brother Theodore)

You are but a simple monk, here to provide spiritual guidance when it's needed.

All of the rest of this information is SECRET! Reveal nothing!

The Order of the All-Seeing Eye has arranged tendrils of control throughout this gathering.

The leader of the "blue" vote has feelings for a secret agent. Your Order has hired an assassin who's holding the agent hostage. The assassin is here; find them. They will know you by the phrase "The eye sees all." Use the assassin to deliver a message to the "blue" leader: If they don't do as you say, the agent will be killed.

You can use an archangel at this gathering to control the "green" vote. If it's necessary, tell the angel that leader of the green vote "works for the other half of God." The archangel will work to manipulate the green stones, under the illusion he made the choice himself.

There is a bounty hunter here whom you can use to control anyone else; find them. They will know you by the phrase "The gaze never stops." They know how to persuade people.

Originally, you were told to support keeping the Corridors of Myth open. You just received a garbled message fragment from the Illuminati: "Urgent... change... support... clear stones..."

Ten years ago, there was a meeting called by Gaia to decide the fate of the Humans. The decision to hold the meeting was forced as part of a plot by the People of the Dark, who in turn manipulated the People of Fire. It was a complex scheme, which is perhaps why it failed. But it never would have happened at all if hadn't been for the Corridors of Myth.

The People of the Dark consist of those groups who lurk on the fringes of death and darkness: vampires, ghouls, zombies, and so on. They are the only group who never had a place in the Cycle of Races, and they resent it.

The "Gift of Gaia" is why everyone at this gathering can speak the same language. The Gift allows people from different times, worlds, probabilities, and Cycles to speak with each other.

The people at this gathering are Gaia's guests. Invited from all corners of time, space, and mode of thought, they traveled here via the Corridors of Myth. For whatever reasons, she chose this group of people to decide whether the Corridors will remain open, or be closed down.

These are the last few to rule the world in the Cycle of Races:

The People of the Swamp [Lizards]

The People of the Air [Elves]

The People of Stone [Dwarves]

The People of the Mists [Fairies]

The People of the Hills [Minotaurs, Centaurs, and other animal-headed people or people-headed animals]

The People of the Trees [Humans]

These are the next few to rule the world in the Cycle of Races:

The People of the Sea [Whales and Dolphins]

The People of the Plains [Cats]

The People of the Burrows [Hobbits]

Those aren't the only races that exist. There are others in the distant past and future: the People of Fire [Orcs]; the People of the Jungle [Apes]; the People of the Vines; the People of the Flowers. Each has or will control the world for millions of years.

A clever way to win the vote is by controlling as many of the other side's voting stones as one can, so they can't be used in the final vote. One can do this by persuasion, or by gathering the other side's stones and then not using them in the vote.

Spare 2

When one race hands over custody of the world to another, there is a meeting of the races. For example, there was a meeting 150,000 years ago when the People of the Hills handed custody to the People of the Trees. Normally such meetings are only held once every few million years.

But ten years ago, Gaia called a special meeting of the races to decide the future of the People of the Trees (the Humans). It turned out that the reasons for the meeting were part of complex plot by the People of the Dark to gain control of the world. The attempt failed.

The gathering today is not that kind of formal, special meeting. Gaia called it so that special people could make a decision for her. Each and every person or spirit here is special for some reason.

The leader of the People of the Dark was Van Dorn. He directed the complicated scheme that failed ten years ago. For his failure, his own people cast him out; he is no longer the leader of the People of the Dark. He is not at this gathering. He cannot be; he no longer has any special powers, and he is blocked from using the Corridors of Myth.

Spare 3

Normally, the representative of a race in the Cycle of Races knows who they are. They don't have to be someone who's famous or powerful; more often it's someone who's a typical member of their people.

But, as part of a complex scheme of the People of Dark, many representatives never knew their role. The tendrils of that scheme reached into many worlds and times, as members of the People of the Dark used the Corridors of Myth. Maybe someone at this meeting is a representative, and they don't know it.

Obviously, Gaia knows who she is. Since this is the time of the People of the Trees, she has considerable powers. But other representatives now have some powers as well, even when it is not the time of their race's peak. For example, they would be able to travel the Corridors of Myth, lead others along it, and perhaps even teach others how to use them.

Part of the scheme of the People of the Dark was to increase the acceptance of their race among the foolish and unsuspecting humans. That is the reason for the "romanticizing" of vampires, werewolves, and zombies in recent popular media; it was so humans would willingly accept these creatures as their new masters, and their own new role as food.