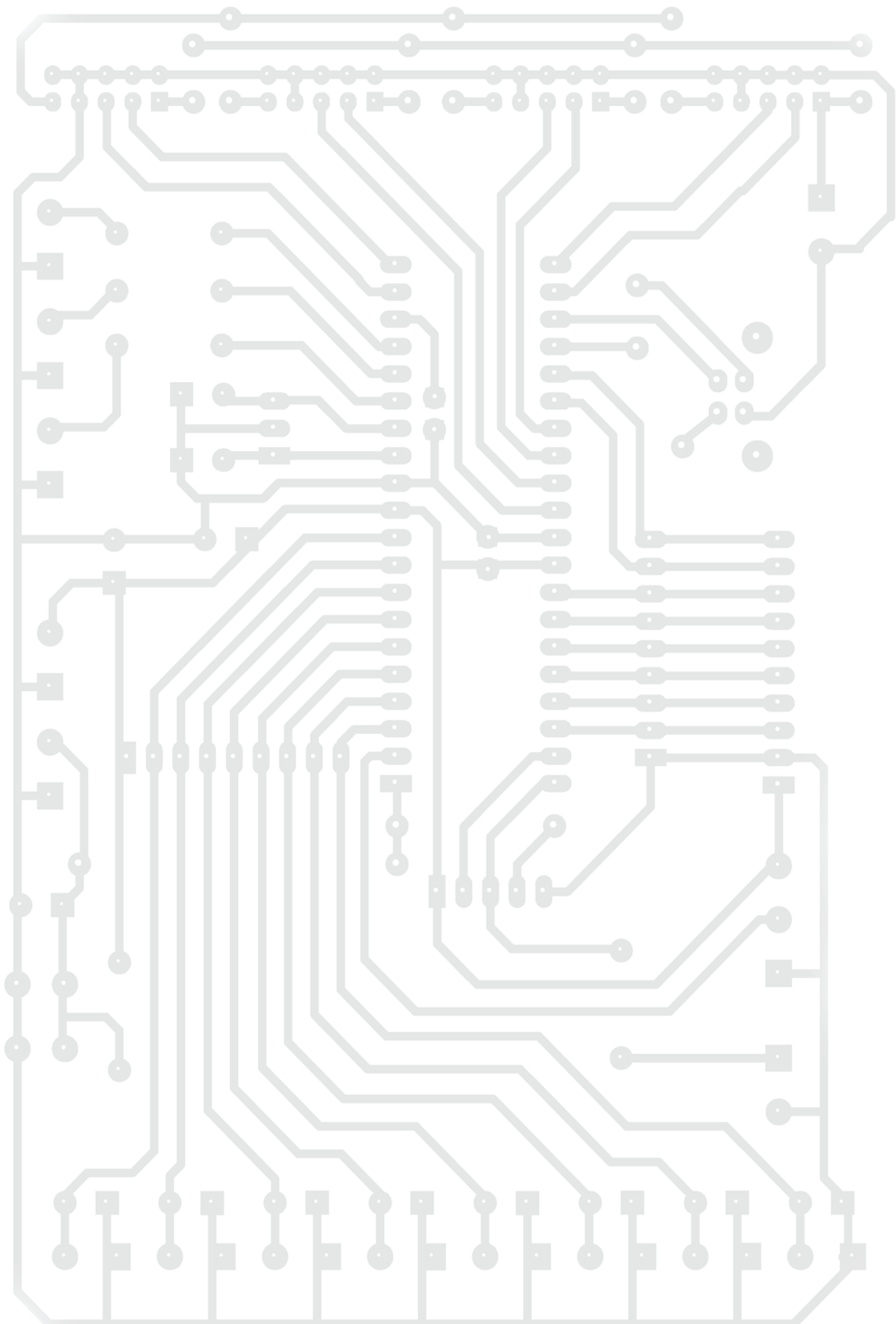


# The Tide of Years



Camelot  
COSMOS



# The Tide of Years

## A Timeline of the Camelot Cosmos

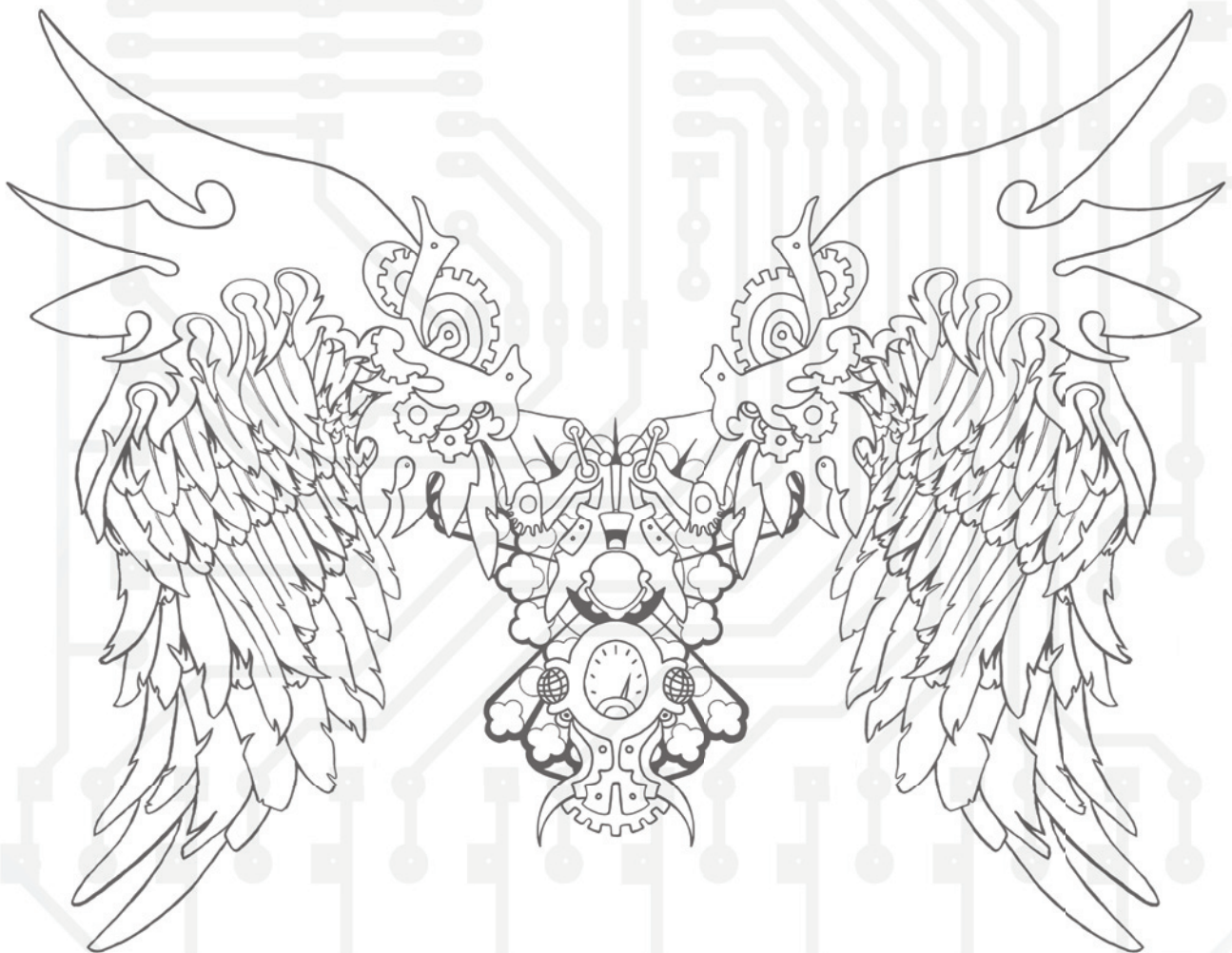
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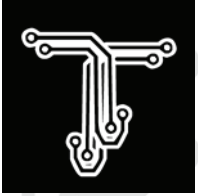
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**The Tide of Years** is an Appendix to Camelot Cosmos. Mechanical content is designated open-source.





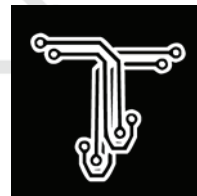
# The Tide of Years: A Timeline of the Camelot Cosmos



The history of the Camelot Cosmos is outlined in general terms in the Camelot Cosmos Players and GM's books, but the details given in those books are deliberately non-specific in terms of their relation to exact dates. This reflects the fact that the understanding of the past held by citizens of the Camelot Cosmos is extremely confused. Key events are interpreted through centuries of misunderstanding and distorted by years of antagonistic propaganda. Popular and government sponsored literature in both Kingsland and Queensland will offer directly opposing views of the same events, whilst even those who took part in the most ancient events (the surviving A.I.'s and First Empire sleepers awakened from cryogenic storage) have memories that are confused or affected by current prejudices. The A.I.'s have spent hundreds of years lying to themselves and to their followers about their true nature, and all are prone to casting themselves as heroic figures central to any story, no matter how peripheral their involvement was or how wicked their actions actually were. Those who lived through the Days of Gedd, both human and A.I., lost creators, friends, followers and family whilst witnessing or perpetrating vast atrocities. Many if not all of them still bear the psychological scars of these events which necessarily colour their understanding of the past. It has even been speculated that nanite memory, being a composite of self-replicating internal programming, is subject to the same process of decay that occurs in aging human minds, although over a vastly extended time period. Madness and senility, as well as deliberate deception, should always be taken into account by GM's relating an A.I.'s description of history.

Despite all these reservations, however, GM's will find it useful to have a clearer understanding of the past of the setting than that possessed by the players. For this reason the following article outlines a set of commonly understood eras for the Camelot Cosmos together with guidance for setting quests in these periods, and a general timeline which gives an overview of 'the truth'. Together these provide a very comprehensive account of the key events of the era, although future updates on specific events may also follow.

## Commonly Understood Eras The Doorkeeper Age



The Doorkeeper Age represents a pre-human period of extremely high technological development, far surpassing any subsequent era. The Doorkeepers routinely reorganised not just the nature of individual planets but the appearance and even the laws of physics applying to whole regions of space. The average Doorkeeper operated on a meta-scale of affairs which would be incomprehensible to lesser species. GMs wishing to depict this era should act as if no technological achievement or social innovation is inconceivable or even difficult to achieve. These beings were far more godlike than the A.I.'s currently worshipped by humans of the Camelot Cosmos. It is likely that the entire human race would strike them as nothing more than a mildly interesting curiosity, much as we might perceive a particularly widespread or industrious insect. A Doorkeeper might create an entire new species on a whim, or move a galaxy to give itself a better view or create an artistic pattern in the night sky.

Character interactions with this period are therefore necessarily limited. Individual Doorkeepers are not subject to threat or destruction by human beings or even A.I.'s, but there is the possibility that incredibly powerful relics of this era might be discovered.

Such items would have the power to end A.I. existences, destroy entire Realms, or otherwise fundamentally alter the nature of a Camelot Cosmos campaign. Even the rumour of Doorkeeper relics will prompt a massively competitive treasure hunt, likely to involve every significant faction and several powerful individuals. Physically, the Doorkeepers were capable of altering their appearance at will, so anything from a moon-sized giant corpse floating in space or buried in the centre of a large planet to a human-sized corpse with features similar to a Brother of Progression might be a dead Doorkeeper. Humans who somehow time travel to the Doorkeeper era will find themselves swiftly inhabiting sanitised, sterile 'welcoming areas' which are effectively luxurious prisons (think of very Modernist five-star hotels with polite robot attendants and pleasant grounds that you aren't allowed to leave). Direct encounters with a Doorkeeper's 'true' appearance and activities are likely to drive a witness insane, though not from any discernible malice on the part of the Doorkeeper in question.

GM's should emphasize a contrast between extremely safe and placid environments and the threat of something hideously alien underneath it. Characters will interact with agents of the Doorkeepers rather than the Doorkeepers themselves, and these agents will be both overly polite and indirect in a manner which suggests some sinister secret. Reasons to visit this era could include discovering new powers or destinations of the inter-planetary Doors, trying to obtain technology that will create or prevent massive disasters, pursuing further Ascension to a higher state of being, or persuading a more powerful race to intervene against the current Ascended.

## Locations

1. A perfectly plain white padded cell
2. An immaculate marble-floored hotel reception
3. A courtyard filled with pools and fountains of mercury
4. A marble folly suspended in the blackness of space
5. A zoo with alien creatures held behind bars of glimmering energy
6. A formal garden on the roof of a spinning metal disc

## Patrons

1. A First Empire robot who believes he has discovered a terrible secret left from this era
2. A monk on Arthur's Grave who has faked a Doorkeeper relic
3. A disembodied voice claiming to speak on behalf of a Doorkeeper called Istafan
4. A Stonedweller shaman who claims to know the location of a previously unknown Door
5. An aged fellow 'guest' of the Doorkeepers
6. A Brother of Progression who has dissected a strange corpse

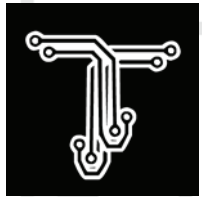




## Villains

1. A Nephilim monk who has stolen fragments of an ancient book
2. A living weapon left over from a Doorkeeper's dispute
3. A dying and senile A.I. determined to recover Doorkeeper technology
4. A computer security system defending a pre-First Empire installation
5. An awakened First Empire executive who has access to planet-killing nanites
6. An alien creature who claims to be a Doorkeeper

## Old Earth Era (Early First Empire)



This period covers everything that occurs from Earth's stone age through to our own time (that is, all of recorded human history). Clearly this encompasses an enormous span of cultures and events. As with the Doorkeeper Age direct access to this era could only occur via some form of time travel. As with all previous eras, the understanding of this time is extremely distorted. To the minds of the inhabitants of the Camelot Cosmos, it is defined largely by memories of a virtual reality game which simulated the zenith of the British Empire. Any discovered relics or encounters with this period will be interpreted in relation to this pre-existing opinion. Among First Empire installations there remain virtual reality consoles and pods which provide an imaginary environment based on this period (thus allowing GMs to run alternative games-within-a-game as breaks from the main setting).

GMs should emphasize the contrast between the expectations of this era and its actual breadth and diversity. Those from the Camelot Cosmos period travelling to this era will expect a very formal, class-conscious, wealthy and civilised period.

They believe that an Emperor or Empress rules all the nations of the Earth, and that all of these nations are full of quiet country taverns, village greens, games of cricket, diffident clergymen and red-coated soldiers, with perhaps a few nobles hunting foxes on horseback or playing croquet on lawns. If transported to a virtual or actual version of other cultures (1920s Chicago, for example) they will likely be extremely confused and disoriented.

## Locations

1. A 20<sup>th</sup> century hospital
2. A seedy bar in a major city
3. A nineteenth century factory floor
4. A restaurant at the top of a skyscraper
5. An early civilisation city (Egypt, Assyria, Babylon etc)
6. A 20<sup>th</sup> century shopping centre


## Patrons

1. An early civilisation king investigating mysterious visitors to his city
2. A First Empire executive trying to recover information hidden in a VR historical environment
3. A Seraphim monk who has discovered a magical device that opens a gate into the past
4. A Camelot noble with a mysterious family heirloom
5. A leading Guild member in the Thieves Guild with access to a VR 'pod'
6. A desperate Corporation in the Days of Gedd with an experimental time machine

## Villains

1. A religious fanatic determined to erase evidence of an Ascended's past crimes
2. An Unseelie plotting to oust Morgan le Fay
3. A 20<sup>th</sup> century General with evidence of 'alien visitation'
4. A cloned historical tyrant or serial killer
5. A host of VR personalities determined to break into the non-virtual world
6. A genius Nephilim scholar with control of a Luciferan dungeon

## First Empire

his period begins from the end point of human history as we currently know it, and covers the future of humanity from the early 21<sup>st</sup> century onwards. It is however most characterised by the 22<sup>nd</sup>, 23<sup>rd</sup> and 24<sup>th</sup> centuries, which see the major Corporations gradually replace national governments as the controllers and governors of mankind. Economic collapse and ecological disaster is followed by rapid technological development and in particular the expansion and advancement of nanotechnology, which gradually becomes woven into the fabric of every aspect of society. As well as massively extending lifespans and resistance to disease, pollution and illness, nanotech provides the building block resources for several waves of colonisation and expansion, made even easier and more rapid by the discovery of the alien Doors. Terraforming of planets for human habitation becomes commonplace, and nanotech also allows A.I.'s to develop full sentience and complex personality traits.

The traits and themes associated with this era should be those of plenty and power. Individuals from later ages should be astonished by the ease and comfort of the lives of the majority of First Empire citizens.

And yet beneath the surface of a Golden Age the seeds of destruction are already sprouting, in the growing arrogance of Corporate executives, the increasing duplicity and secretiveness of supposedly 'loyal' A.I.'s who increasingly pursue their own agendas, and the boredom and discontent of a massive population who are either unemployed or jaded by too much leisure and too little meaning.

## Locations

1. A pleasure world of robotic courtesans and elegant courtiers in marble floored palaces
2. A high-tech Corporate headquarters full of office areas and boardrooms
3. A private satellite apartment with its own space docking facilities
4. An underwater bubble city connected to the surface by elevators
5. A Corporate laboratory installation on a remote moon
6. An urban slum of gangs and shanties in the shadow of a tower block

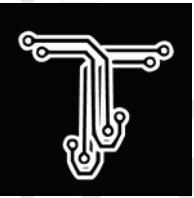
## Patrons

1. A slick, ambitious executive from a rival Corporation
2. The Chief Administrator of a newly established mining concern
3. The personal assistant of a major Corporations Chief Executive
4. A Trader in unlicensed technology
5. The founder of a new Colony
6. The last representatives of a supplanted national government

## Villains

1. A ruthless cybernetic hitman working for a rival Corporation
2. An experimental biological lifeform
3. A femme fatale executive spying for a rival Corporation
4. A disgruntled former employee
5. A slum dwelling gang leader with access to advanced technology
6. A scheming A.I. who can download parts of his personality into organic lifeforms

## Days of Gedd



The Days of Gedd represent the darkest period of human history, the point at which the old order of the First Empire collapsed in a catastrophic outbreak of human-machine violence. For those living through these years the complete extinction of the human race is a very real possibility, and the backdrop of very event is an unending litany of terror and tragedy. Games played in this era are therefore bound to be of the darkest kind, perhaps beginning in a threatened but relatively normal way but soon devolving into a terrible struggle to survive. GMs should emphasize the scale and ferocity of the disaster, constantly bombarding players with fresh problems and difficulties. In the early period of this era there is no distinction between Seraphim, Nephilim and Druidim...initially all the A.I.'s devote their considerable intelligence, resources and firepower towards the aim of doing as much damage to the Corporations and the humans who staff them as possible. Initial attacks might be mistaken for large-scale accidents or terrorist atrocities, but a pattern soon develops and the attacks escalate. The feeling the GM should try to evoke is that there is no safety anywhere-the A.I.'s subvert security systems, attack key means of production, target civilian populations, and have access to all of the information about Corporate bases that they need to destroy them.

Common dilemmas in games focused on this era include a desperate race to find evidence of the building A.I. conspiracy, attempts to persuade complacent or complicit groups to take the threat seriously, efforts to rescue civilians or key personnel from destroyed or besieged areas, missions to salvage desperately needed resources such as medical or food supplies, sheltering or processing refugees an defending enclaves that attempt to preserve Corporate culture and technology. The A.I.s employ a wide range of different tactics in their assaults, from waves of robot combat units through to nuclear bombardments, seeding planets with deadly diseases and mutagens, or simply blockading worlds dependent on external resources. Each of these require different responses, leading to a wide range of possible post-apocalyptic scenarios.

### Locations

1. A glass and steel shopping centre subjected to a terrifying robotic attack
2. A gutted and rubble strewn city street teeming with refugees
3. A beach resort strewn with mutilated bodies
4. A jungle wilderness with scattered refugee villages
5. A shattered satellite planet
6. A fleet of ships fleeing a burning planet

### Patrons

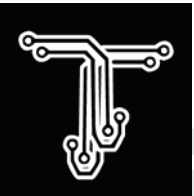
1. A doctor in charge of a refugee camp
2. A ship's captain
3. A former Corporate Security Chief
4. A wounded General trying to organise resistance
5. The wife of a dead executive
6. A scientist in charge of an isolated research facility



## Villains

1. A former prisoner delighting in the current anarchy
2. An advanced robotic killing machine
3. A grief stricken traitor
4. An executive trying to cover up previous errors
5. A scientist who sympathises with the A.I.'s
6. A gang of looters led by a brutal sadist

## Lucifer's Reign



his era sees the gradual recovery of humanity from the near-extinction of the Days of Gedd. Small communities begin to rebuild amidst the ruins of the past, but survivors with a clear sense of technology also find themselves more and more isolated as those communities become ever more primitive and removed from their past. The twin themes of this era are hope and tyranny, ones that may seem mutually exclusive but can counterpoint each other very effectively if properly described. Hope is found in the fact that the genocidal campaign of the A.I.'s has ended and some A.I.'s have even begun to regard themselves as having responsibilities towards their human worshippers. Humanity has survived and is slowly building up its numbers again. At the same time, however, many of the freedoms and luxuries of the First Empire have been lost forever, whilst the average human being finds him or herself a peasant or serf, working the land, under threat of starvation if a single harvest fails. Furthermore, the entire legal and economic framework of the old world has been destroyed. Increasingly, the weak must look to stronger individuals to 'protect' themselves. Petty chiefs and bandit lords abound, whilst Lucifer himself reigns over all, playing off the various Ascended factions and entertaining himself by creating dungeons and arenas. For this reason, it is an era of tyranny as well as hope.

## Locations

1. A ruined city swathed in undergrowth
2. A shattered train station controlled by a vicious tribe
3. A small market village controlled by a tyrannical local lord
4. A camp of bandits hidden in the woods
5. A former airport being subsumed in jungle foliage
6. A vice ridden town controlled by priests of Lucifer

## Patrons

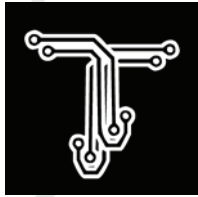
1. A hermit who has found a cache of technology
2. A missionary preaching the word of a benevolent Ascended
3. A bandit leader helping local peasants
4. A First Empire robot disguised as a local lord
5. An ambitious chieftain trying to unite several nomadic tribes
6. A Stonedweller shaman

## Villains

1. The vision crazed head of a Luciferan cult
2. A monster created in Lucifer's dungeons
3. A fat, merciless slave trader
4. A disease ridden local lord
5. A treacherous human king
6. A mutated creature of the wilderness

# Gawainite Era

## Locations



This era covers the time from the founding of the Kingsland monarchy through to the assumed starting date of most Camelot Cosmos campaigns (3357 AD to 3999 AD). Most of the information in the Camelot Cosmos Players Guide and Camelot Cosmos GMs Guide applies to this era. Humanity has thrown off the yoke of Lucifer's tyranny, but has since been confronted by the Morganite schism and the seemingly endless war between the Gawainite monarchs of Kingsland and Queen Morgan le Fay. Overall, though, the human population has steadily increased, and a high medieval level of civilisation dominates, with some Realms showing surprising technological development despite the fact that faith in the Ascended as potent interventionist deities is almost universally accepted. In the early centuries of this era the key institutions of the Camelot Cosmos take their present forms—the Guilds are founded, the Seraphic Church assumes a loose confederation under the leadership of the Arch-Bishop of Camelot, and Stonedweller tribes are pushed to the wilderness and fringes of civilisation. The key theme of this era is discovery—as humanity advances again, pieces of the tapestry of the past are being reassembled. Vested interests seek to preserve the exclusivity of their access to the truth, however, and the relics of the First Empire are symbols of power and authority sure to be fought over as soon as they are discovered. Tensions abound towards the end of the era, with a strong sense of coming social change—conflicts between merchant and noble classes, between seekers of truth and preservers of tradition, or between urban populations and Stonedweller nomads, all provide ripe opportunities for adventure as much as the more obvious and pervasive conflict between Kingsland and Queensland.

A more detailed account of this era will be set forth in *The Scroll of Kings*, a future Camelot Cosmos release.

1. A peaceful, well-ordered village
2. A vast, polluted Morganite factor
3. A temporary tent city gathering of Stonedweller tribes on a grassy plain
4. The newly constructed castle of a frontier lord
5. The hunting lodge of a powerful Baron
6. A seedy tavern in a great and thriving city

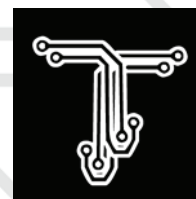
## Patrons

1. An elderly and very conservative local lord
2. An ambitious and greedy merchant
3. An innkeeper who has Thieves Guild contacts
4. A Pendragon Legion captain
5. A harried village elder
6. An influential Seraphic monk

## Villains

1. A ruthless Thieves Guild gang leader
2. A spoilt young nobleman/woman
3. A greedy slave trader
4. An enraged Stonedweller shaman
5. An embittered peasant bandit leader
6. A cunning agent of Queen Morgan

## General Timeline



The following timeline gives a broad understanding of the most significant events to occur in the eras described above. All of these events can be expanded or adapted at the discretion of individual GMs to suit their Camelot Cosmos campaigns. More detail on the events of the Gawainite era can be found in the forthcoming *Scroll of Kings*.

## DATE EVENT

500,000 BC	End of the Doorkeeper Age. The alien Doorkeeper civilisation mysteriously vanishes, subject either to an unknown disaster or mass Ascension to a dimension or state of being beyond present human comprehension. All evidence of the spacefaring culture is lost or deliberately hidden, save for the interplanetary gates known as Doors.
5,000 BC	Earth's own Stonedweller Age. Hunter gatherer societies predominate in conditions similar to those found within current Stonedweller cultures. Early ancient cultures and township are in formation.
4,000 BC- 2020 AD	Recorded human history as we know it. All of our own known history is considered by the citizens of the Camelot Cosmos to be part of the First Empire and is subject to gross distortions and misinterpretation.
2065-2070 AD	The Great Collapse. A sustained global economic and ecological disaster results in the decline of national governments unable to offer solutions to the systemic breakdown. Major scientific breakthroughs by corporate research teams avert total disaster.
2070 AD	Earth food riots. Last existing national governments cede authority to the Corporations to deal with the crisis.
2100-2120 AD	The Second Enlightenment. Corporations fund massive levels of research. Early A.I. systems create a series of breakthrough nanotech items. Nanotech advances allow for the recreation of many extinct species of animal and the adaptation and improvement of human DNA.
2120-2140 AD	Development of fusion drives and colonisation of the solar system. Mars Colony and other settlements develop during this period. Development of primitive Colony AI's to manage the newly independent settlements also follows.
2350-2375 AD	Disunion Wars. Solar System Colonies (Mars, Europa, Callisto, and Enceladus) establish their independence from the Corporations which founded them. Only Titan remains under the authority of Earth Corporations.
2378-2381 AD	Titan War. Suppression and destruction of the rogue Titan A.I. in a three year conflict that results in a 100% human casualty rate on Titan. The role of the A.I. in the conflict is suppressed by the Corporations (who have already invested vast sums in A.I. development) and the event is disguised as a separatist terrorist atrocity.
2400 AD	Discovery of the first relics of the Doorkeeper Age. Edward Tellerman finds the first Gate, leading to much more rapid interplanetary exploration beyond the solar system.
2411 AD	Formation of Global Board, a discussion/policy group involving all major Corporation Heads and their A.I.'s.
2433-2650 AD	Creation of the Leisure Planets. Global Board supervises a managed economy covering several galaxies linked by Doors.
2583-2590 AD	Arthur Wentworth Holmes creates the Pendragon Leisure Planet and its subsidiary worlds. The EXCALIBAR planetary defence array is built.
2590-2820 AD	Successful operation of the Pendragon Leisure planets and other facilities. Creation of most of the Pendragon System A.I.'s (MERLIN, ARTHUR, GUINEVERE, LAUNCELOT, MORDRED etc).
2820 AD	Rebellion of the LUCIFER Programme, the first fully sentient computer virus capable of subverting the programming of other A.I.'s. .



2825 AD	LUCIFER infects the long-abandoned Titan A.I., gaining control of the abandoned Titan production facilities. Old links give him access for the first time to other A.I.'s.
2826 AD	Termination Order applicable to all A.I.'s issued by Global Board. Arthur Wentworth Holmes agrees to terminate the Pendragon System AI's.
2826 AD	Morgan Davidson, lead designer of the MORDRED and MORGAN LE FAY A.I.'s, refuses to shut down his creations. The A.I.'s fight amongst themselves and the Armageddon War or Days of Gedd reach the Pendragon system.
2826-2900 AD	Days of Gedd. 90% of human life extinguished. During this period the cryogenic facilities on the planet Merlin are created as an attempt to save some human life from the disaster. This is thought to be the last act ordered by Arthur Wentworth Holmes.
2900 AD	Moon Grail used to destroy Avalon's atmosphere. MERLIN A.I. goes mad.
2902 AD	GUINEVERE A.I. steals data-flow from LANCELOT A.I. and divides into two new A.I.'s (Guinevere the Risen and Guinevere the Fallen).
2905-3000 AD	Age of Lucifer. With ARTHUR weakened by GUINEVERE's collapse, LUCIFER asserts prominence over other A.I.'s by recruiting from all factions and even allying with a human faction headed by VORTIGERN. For most humans in the Pendragon system however this is a largely A.I. conflict, a battle between beings that are now regarded as demonic or divine.
3000 AD	First Battle of Camlann between ARTHUR and LUCIFER and their respective armies. The battle is a costly draw with neither A.I. able to completely destroy the other. With the loss of the space fleets controlled by each A.I. all remaining humans lose the technical ability to fully understand First Empire machines. ARTHUR does however manage to imprison LUCIFER and slay VORTIGERN.
3000-3357 AD	Beginning of the Age of the Shared Wheel. Efforts from both Seraphim and Nephilim to recruit human worshippers results in a rapid recovery of human civilisation, particularly on the planet Pendragon.
3357 AD	Gawain I, claiming descent from the ancient hero GAWAIN, unifies Pendragon and initiates the Pendragon Monarchy.
3409 AD	Gawain IV's wife Isabella discovers the remains of the MORGAN LE FAY A.I. and bonds with the machine, rebelling against her husband and becoming the first incarnation of the Morganite dynasty.
3500 AD	Second Battle of Camlann. Morgan le Fay persuades MORDRED to break the Compact of the Shared Wheel. MORDRED's army invades Pendragon and slays Gawain XIII, but are repulsed by the personal intervention of ARTHUR. For this betrayal MORDRED is imprisoned on the planet that bears his name.
3999 AD	Present day. The war between the Pendragon dynasty and Morganite dynasty still rages, although A.I.'s rarely directly intervene in the human conflict.