

04 The Spiral Politic

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Citizens

This is a definition of the kinds of people you would find in [The City of the Saved](#). A broad definition is every genetically near human and their descendants. This includes posthumans, protohumans, part-humans, prehumans and transhumans. It also includes partial humans - cyborgs (and Cybermen) exist in The City. Daleks made from human genetic material are there too. However in the case of Cybermen and Daleks, like every other dead human - how your body appears in the City depends on what you most identify yourself as (including age). Many forced conversions revert back to their original humanity. However that said, some don't - there is a semi-religious group in the City known as [The Order of the Iron Soul](#) composed of humans that identify as cyborgs.

Attributes

The Human types available in the City come in the widest variety of versions. For your attributes you have may have any range between -3 and +3 if you can justify what that looks like on the kind of human you are. You have 6 points to distribute.

[setting](#), [species](#)

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The City of the Saved

For Humanity, the War is over...

We all remember Resurrection Day. Even now, three centuries later, we cannot forget that awakening: our bewilderment, our terror and our joy. Each of us had experienced death, imagining ourselves bound for oblivion, Heaven or Nirvana, according to taste. Instead, we found, each member of the many human species - from tool-wielding australopithecines to posthuman philosopher-gods - had been harvested, gathered here by the Founders' unfathomable technologies.

Reborn in our countless immortal bodies, we were given the freedom of the City of the Saved. A single conurbation as broad as a spiral galaxy, she has been our sanctuary from the ravages of the War. That monstrous conflict between inhuman cultures cannot touch us here: we live our afterlives beyond the end of time, in perfect safety.

[setting](#), [human](#), [city](#)

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Conceptual Entities

Engineered beings or weapons (in many cases conceptual entities are both) which exist only as concepts, and have no provable substance at all. This is a reasonably subtle idea, and several cultures involved in the War have had difficulty grasping it. As conceptual entities only seem to affect the minds of their victims, it's often said that the entities are 'made out of pure thought', but this is clearly inaccurate as thought itself isn't a substance. Although many people are determined to think of the entities as telepathic presences, or neurological parasites, or in some cases even "spirits", in fact it's much more accurate to think of them as nothing more than hostile ideas. They exist by bypassing matter altogether, and instead giving themselves structure inside the meanings of things. For example, a victim affected by a conceptual entity might be reading a book and suddenly discover that there are messages in the text which shouldn't be there, communications from an entity which has (like any good idea) taken root in the invisible connection between the book and the reader's mind. The victim isn't hallucinating these messages. They have indeed been planted in the book, probably in exactly the same font and style as the rest of the text. But the entity hasn't changed the physical nature of the pages at all. Instead, the network of understanding which surrounds the reader - what Nevitz called "the topology of comprehension" - has been used to alter the meaning behind the book. In effect, the entity has wormed its way into culture itself. The Celestis are, at least in part, a race of high-intensity conceptual entities. It's therefore not surprising that the Celestis are still the masters of conceptual engineering, and in recent years those Celestis who oppose the Homeworld have supplied the enemy forces with a whole host of specially-designed military concepts. The most blatant of these are, of course, the anarchitects. To some extent the Celestis' realm of Mictlan is an entire conceptual ecosystem, and is thought to be unique in this respect. — The Book of the War

For Doctor Who references, see:

- [The Land of Fiction](#) (old series story: [The Mind Robber](#))
- [Conceptual Space](#) (new series episode: [Space](#))
- [Conceptual Bomb](#) (Big Finish audio drama: [The Light at the End](#))

Attributes

Conceptual entities do not usually manifest in any physical way, as such they have no physical attributes and may never use them in Moves. However there are some exceptions - such as the Investigators sent by the Celestis as agents into the real universe. These entities have any attributes they wish.

[setting](#), [homeworlde](#), [conceptual](#), [species](#)

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The Eleven-day Empire

Let's be honest: it's the stupid questions in life that get the best answers. For example, here's some history for you. See what you make of it.

On September the fourteenth, 1752, the English lost eleven days out of their calendar. It had to happen, sooner or later. England's calendar was eleven days out from the rest of Europe, so the great thinkers of the day... that'll be the philosophers and the civil servants, you know the type... they decided to put the date forward by a week and a half. The people went to bed on September the second, and when they woke up it was the fourteenth. Simple. So, the obvious question - the stupid question - is: what happened to the missing eleven days?

Those great thinkers I mentioned probably wouldn't have had an answer to that, which is a shame, because the answer's this. The missing days were taken by Faction Paradox.

Well, that's not really a big surprise, is it? Out of all the Great Houses... the Great Houses being the ones who've made it their business to look after space-time in general, the ones who've insisted on running history behind the scenes since before us poor human sods crawled up out of the oceans... out of all the Great Houses, Faction Paradox was the only one that really knew how to step over the line. I mean, while the others were all busy with their time machines and their nice shiny bits of technology, the Faction was busy calling on the spirits of eternal darkness and sacrificing raw virgins, just for a laugh. So when the Faction's people got themselves thrown out of polite society and kicked off the old homeworld, they needed somewhere else to set up shop. Which is why they took those eleven days out of English history, and locked them in a little bubble of time outside of the rest of the universe, where almost nobody else could get at it.

And of course, that was where we all lived. In the Eleven-Day Empire. In a little ghost-city that - back in the real world - would have been called London. In a timezone all to ourselves, where the buildings were made out of shadows and the sky was the colour of blood twenty-four hours a day. Cut off from the other Houses, and cut off from the rest of history, at least until the elders needed to pop out and recruit some new family members from the universe outside. - Godfather Morlock

- [Description](#)
- [A Tour of the Capital](#)

[setting, faction](#)

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The Grandfather

Aeons in the past, on a planet very near the centre of the galaxy, ancient automatic defence systems spontaneously activated themselves, and around the Capitol six hundred Time Lords simultaneously claimed to be possessed by the ghost of Morbius. In her office, the Lady President experienced an unexpected epileptic fit, during which she signed an order for three hundred prisoners to be released from a prison asteroid. Dragon tattoos snapped like flytraps on the arms of the convicts as they stepped out of stasis, and leading them was the 'voodoo priest of the House of Lungbarrow', the one they called Grandfather Paradox, who - according to popular fable - had only escaped execution because everyone was more afraid of him dead than alive. An embryo in one of the gene-looms began scratching the blueprints of a demat-gun into the semiotic fluid that surrounded it. Murder was etched across the face of the planet. The Eye of Harmony winked. - Christmas on a Rational Planet

The Grandfather never actually existed, and has now never actually existed for over two-hundred years. Although it's clear that somebody must have created the Faction, and although Grandfather is indeed the traditional title for the founder of a House, many outside the organisation are of the opinion that the Grandfather of House Paradox is, was and always will be nothing more than a myth. On the other hand, it's a maxim of the Faction that failing to exist is the best form of camouflage.

There are very few, even in the Parliament of the Eleven-Day Empire, who would claim to possess any real knowledge of their ancestor. All that remain are certain relics - the knife, for example, which was ostensibly used to remove the Grandfather's own arm in a legendary act of self-mutilation - but the provenance of these items is questionable. The name of the founder is rarely taken in vain by those members of the Faction who do exist, not because of religious veneration but because it's still considered possible that to speak the name too often might summon the Grandfather into being again- an inconvenience which the Grandfather probably wouldn't appreciate.

[setting, grandfather](#)

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The Whole History of Everything

One of the many possible timelines. Feel free to use as much or as little as you need, it's primarily here to add inspiration if you're looking at things to do next-

- [Crimes against History](#)

[setting](#), [faction](#), [timeline](#), [history](#)

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Homeworlders

Homeworlders make up five of the seven major [participants](#) in the War in Heaven. Albeit they are a minority in Faction Paradox and the Celestis are Homeworlders that have turned themselves into [conceptual](#).

They are somewhat difficult to kill unless you have a special weapon designed to kill beings that regenerate, or you have something that stops the regeneration process.

Attributes

Homeworlders are a fairly bland species. All your attributes must be between -1 and +2. You may only have two +2 attributes. You have 6 points to distribute.

Moves

Battle Insight	2020/06/13 00:37
Decades of Experience	2020/06/13 00:38
Jury-Rig	2020/06/13 00:37
Reader of Lesser Species	2020/06/13 00:39
Regeneration	2020/05/26 19:07
That's Lord to you	2020/05/26 19:07
The Skasis Paradigm	2020/06/13 00:37
Time Sense	2020/06/13 00:38
Tutored Education	2020/06/13 00:39
Two Hearts	2020/06/13 00:35

[setting](#), [homeworlder](#), [species](#)

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Lesser Species

Lesser species (as classified by [great](#)) covers just about everyone that isn't a [homeworlder](#).

Attributes

Lesser species come in all shapes and sizes. All your attributes must be between -3 and +3. You have 6 points to distribute.

[setting](#), [lesser](#), [species](#)

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Everyone of Possible Import

Beings, characters and even objects both sapient, sentient or even non-. To be added to your game as you see fit or left adrift until needed.

Faction Paradox

Godparents

Honorific	Name	Pronouns	Species	Description
Godmother	Antigone ¹⁾	(she/her)	Gallifreyan	One of the original members of Faction Paradox. She wore an owl mask and ran the Ministry of Insinuation
Godfather	Avatar ²⁾	(he/him)	?	?
Godfather	Kobold ³⁾	(he/him)	?	?
Godfather	Morlock ⁴⁾	(he/him)	?	?
Godmother	Quelch ⁵⁾	(she/her)	?	?
Godfather	Sabbath ⁶⁾	(he/him)	Human	?
Godfather	Starch ⁷⁾	(he/him)	?	?
Godfather	Terne ⁸⁾	(he/him)	?	?
Godfather	Valentine ⁹⁾	(he/him)	?	?

Parents

Honorific	Name	Pronouns	Species	Description
Mother	Anamnesis ¹⁰⁾	(she/her)	?	?
Mother	Chantelle ¹¹⁾	(she/her)	?	?
Father	Christèmas ¹²⁾	(he/him)	?	?
Mother	Francesca ¹³⁾	(she/her)	?	?
Father	Heed ¹⁴⁾	(he/him)	?	?
Father	Kreiner ¹⁵⁾	(he/him)	?	?
Mother	Lavelle ¹⁶⁾	(she/her)	?	?
Mother	Mathara ¹⁷⁾	(she/her)	?	?
Mother	Melby ¹⁸⁾	(she/her)	?	?
Father	Sanjira ¹⁹⁾	(he/him)	?	?
Father	Self ²⁰⁾	(he/him)	?	?
Mother	Sheila ²¹⁾	(she/her)	?	?
Mother	Sphinx ²²⁾	(she/her)	?	?
Father	Stendec ²³⁾	(he/him)	?	?
Mother	Tarra ²⁴⁾	(she/her)	?	?
Father	Timon ²⁵⁾	(he/him)	?	?
Father	Torquemada ²⁶⁾	(he/him)	?	?

Cousins

Honorific	Name	Pronouns	Species	Description
Cousin	Amphigory ²⁷⁾	?	?	?
Cousin	Andraiz ²⁸⁾	?	?	?
Cousin	Antipathy ²⁹⁾	(he/him)	Timeship	?
Cousin	Axastyakis ³⁰⁾	(he/him)	Sycorax	Coterie: Embassy
Cousin	Belial ³¹⁾	?	?	?
Elder	Cousin Byron ³²⁾	?	?	?
Cousin	Cá Bẫy Mào ³³⁾	(they/them)	Human	Mask: Fishbone. Coterie: Embassy
Cousin	Carnival ³⁴⁾	(she/her)	Robot	Weapon: maracas
Cousin	Cecilia ³⁵⁾	(she/her)	Timeship	?
Cousin	Chantelle ³⁶⁾	(she/her)	Human	?
Cousin	Dysgenia ³⁷⁾	(she/her)	Weapon: a kind of stick with a looped hook on the end	
Elder Cousin	Dunliavorbipar ³⁸⁾	(he/him)	Gallifreyan	?
Cousin	Eliza ³⁹⁾	(she/her)	Human	Coterie: Timeship
Cousin	Enoch ⁴⁰⁾	?	?	?
Cousin	Gaius ⁴¹⁾	?	?	?
Cousin	Haribeaux ⁴²⁾	?	?	?
Cousin	Hateman ⁴³⁾	?	?	?
Cousin	Hole ⁴⁴⁾	(it/it)	Robot	Coterie: Embassy
Cousin	Justine ⁴⁵⁾	(she/her)	Human	Chosen One. Witchblood. Mask: Vampire Gallifreyan Weapon: The Grandfather's Knife (relic). Coterie: Timeship
Cousin	Kharon ⁴⁶⁾	?	?	?
Cousin	Marshall ⁴⁷⁾	?	?	?
Cousin	Mila ⁴⁸⁾	?	?	?
Cousin	Mullion ⁴⁹⁾	(she/her)	Gallifreyan	Weapon: a flatbow and arrow. Coterie: Embassy
Cousin	Neville ⁵⁰⁾	?	?	?
Cousin	Octavia ⁵¹⁾	(she/her)	Human	Witchblood
Cousin	Pinocchio ⁵²⁾	(they/them)	Cyberman	Mask: blue-eyed, rosy-cheeked china doll
Cousin	Rahman ⁵³⁾	(she/her)	Human	Head of the Rump Parliament's Esoteric Research Division
Cousin	Rastok ⁵⁴⁾	(es)	Silurian	?
Cousin	Rupert ⁵⁵⁾	(he/him)	Human	?
Cousin	Sapphiri ⁵⁶⁾	(they/them)	Lapis Lazuli	?
Cousin	Shuncucker ⁵⁷⁾	(she/her)	Human	Killer. Mask: Carved Leviathan bone with blood stripes. Weapon: The Grandfather's Knife (relic)
Cousin	Sparrow ⁵⁸⁾	?	?	?
Cousin	Suppression ⁵⁹⁾	?	?	?
Cousin	Ursula ⁶⁰⁾	(she/her)	?	?

Siblings

Honorific	Name	Pronouns	Species	Description
Little Sister	Amara ⁶¹⁾	(she/her)	Human	Coterie: Embassy
Brother	Carl ⁶²⁾	?	?	?
Little Brother	Dominic ⁶³⁾	?	?	?
Little Brother	Fleece ⁶⁴⁾	?	?	?
Little Brother	Gull ⁶⁵⁾	?	?	?
Sister	Nancy ⁶⁶⁾	?	?	?
Little Sister	Penelope ⁶⁷⁾	?	?	?
Little Brothe	Porsena ⁶⁸⁾	?	?	?
Little Sister	Sudjic ⁶⁹⁾	?	?	?

Ex-Members and unnamed ranks

Honorific	Name	Pronouns	Species	Description
?	Aaron Yeoman Blinovitch ⁷⁰⁾	(he/him)	Human	?
Cousin	Anastasia ⁷¹⁾	(she/her)	Human	?
?	Belle ⁷²⁾	(she/her)	?	long black hair, brown eyes, and a preference for red clothing. Her Faction Paradox mask was painted with blood
?	Consobrinus Patruelis ⁷³⁾	(he/him)	Human	?
Father-Twice-Removed	Dyavol ⁷⁴⁾	(he/him)	Human	Also known as Rasputin
?	Inangela Marrero ⁷⁵⁾	(she/her)	Human	a potential recruit
Cousin-Once-Removed	Nadim ⁷⁶⁾	?	?	?
?	Sojourner Hooper-Agogô ⁷⁷⁾	(she/her)	Human	formerly Cousin Ceol
?	Tonton Macoute ⁷⁸⁾	(he/him)	Human	?

[setting, faction, npc](#)

1) 11) 12) 26) 35) 36) 42) 46) 55)

Weapons Grade Snake Oil by Blair Bidmead

2) 16) 18) 20) 23) 29) 53) 68)

Of the City of the Saved... by Philip Purser-Hallard

3) 37)

A Story of the Peace by Ian Potter in A Romance in Twelve Parts

4) 5) 25) 31) 32) 51) 52) 71) 74) 76)

The Book of the War

6) 57)

Movers by Lawrence Miles

7) 10) 14) 63) 64) 65) 67) 77)

Now or Thereabouts by Blair Bidmead in A Romance in Twelve Parts

8) 9) 58)

Library Pictures by Stuart Douglas in A Romance in Twelve Parts

13)

Political Animals by Lawrence Miles

15) 17)

Interference by Lawrence Miles

19) 45)

Alien Bodies by Lawrence Miles

21) , 47) , 50) , 62) , 66)

Hanging Chads by Jonathan Dennis in Walking in Eternity

22) , 27) , 43) , 59)

Newton's Sleep by Daniel O'Mahony

24)

The Ancestor Cell by Peter Anghelides and Stephen Cole

28) , 78)

Tonton Macoute by Dave Hoskin in A Romance in Twelve Parts

30) , 33) , 44) , 49) , 61)

What Keeps Their Lines Alive by Niki Haringsma in The Book of the Peace

34)

Judy's War by Rachael Redhead in Liberating Earth

38) , 54) , 56)

<https://www.deviantart.com/tripodarts/art/Faction-Paradox-Crystalline-Schisms-718144023>

39)

Dead Romance by Lawrence Miles

40) , 41) , 48) , 69)

Holding Pattern by Scott Harrison in A Romance in Twelve Parts

60)

Warring States by Mags L. Halliday

70)

Unnatural History by Jonathan Blum, Kate Orman

72)

Panda and the Airship by John Alice in A Clockwork Iris

73)

Warlords of Utopia by Lance Parkin

75)

This Town Will Never Let Us Go by Lawrence Miles

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Participants

The War-Time Powers and their allies as well as other groups that have interests in the same areas as Faction Paradox

The Seven Major Powers and their allies

Tier 7

The Enemy	2020/05/27 02:25
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Tier 6

Cwejen	2020/05/27 03:04
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The House Military	2020/05/27 03:02
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The Shelley Cabal	2020/05/27 02:52
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Tier 3

Anchormen	2020/05/27 02:45
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Tier 2

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The Piltdown Mob	2020/05/27 02:31
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Tier 1

- 19th Century Earth

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Academicians for Game Logic

Great House game theorists

[setting](#), [participant](#), [homeworlder](#), [great houses](#), [tier5](#)

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Anchormen

Specialised male witchbloods

[setting](#), [participant](#), [remote](#), [tier3](#)

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The Broken Remote

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Brookhaven's Follies

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The Cult Of Celebrity Death

Celebrities that became members of the Faction

[setting](#), [participant](#), [faction](#), [tier4](#)

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The Celestis



By their very nature, they only exist on the sidelines of the War. Once an elite cadre among the Houses,, when they realised that war was inevitable (and that the Houses might actually lose it) the Celestis quickly concluded that in a time-active conflict a defeat wouldn't simply destroy them but create a version of the Spiral Politic in which they'd never even existed. Terrified, indignant and suddenly aware of their own mortality, they excised themselves from the main body of history as a "precaution". Now they exist as little more than ghosts, impotent, self-obsessed Lords of an imaginary domain, only manifesting themselves in god-forms designed to terrorise and intimidate those individuals who've been tricked into worshipping them. Loathed by the Houses, and demonised throughout history as traitors. — The Book of the War

[setting](#), [participant](#), [homeworlde](#), [celestis](#), [tier6](#)

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Cwejen

cloned frontline troops

[setting](#), [participant](#), [homeworlder](#), [house military](#), [tier6](#)

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Ghetto of the Damned

[setting](#), [participant](#), [lesser](#), [tier2](#)

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Order of the Dragon

[setting](#), [participant](#), [lesser](#), [tier2](#)

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The Edimmu

[setting](#), [participant](#), [lesser](#), [tier2](#)

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The Enemy



The Houses have only fought a war on one prior occasion, at the very beginning of recordable history. The damage it did to the structure of the Spiral Politic is still in evidence, and although the Houses have spent the intervening aeons in a state of near-total stasis there's always been a buried fear that a new enemy might one day emerge. It's a measure of the Houses' complacency, then, that when an enemy finally did arrive - revealing itself mere decades before the start of the current War the Houses were shockingly unprepared, unable to accept that this time around the opposition might have a far more devastating impact on the face of history. And perhaps it was partly due to their lack of understanding, a failure to grasp an opponent which isn't so much a species or a faction as it is a kind of all-consuming process. — The Book of the War⁷⁹⁾

[setting](#), [participant](#), [enemy](#), [tier7](#)

~~PAGEIMAGE:factionpbta:the_enemy.png~~

⁷⁹⁾

Grandfather note: The Enemy is a stand alone complex. Whoever or whatever was the triggering event, there is no controlling intelligence now. Rather many parties opposed to the Great Houses are acting independently in a way that gives the illusion of coordinated action. The secret of the Enemy is that they do not exist.

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Eremites

Rejectionist hermits predating Faction Paradox

[setting](#), [participant](#), [homeworlder](#), [great houses](#), [tier5](#)

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Faction Paradox



The only House to have left the Homeworld en masse and defied every protocol of the ruling Houses just for the sake of it. In the years leading up to the War, it was the Faction which saw the “vulgarity” of the future and began embracing the biological curiosities of the lesser species: in a time when the Houses still thought of themselves as immortal and immutable, the Faction brought them the idea of death, almost in the form of a perverse carnival. The first House to recruit members from the lower human orders -the epitome of bad taste - it's now partly a criminal-terrorist organisation and partly a deliberate irritation. While the ruling Houses fight their enemy in the open, the Faction embarks on a campaign of gleeful subterfuge, presumably hoping that the larger powers will just wipe each other out. — The Book of the War

[setting](#), [participant](#), [faction](#), [tier4](#)

~~PAGEIMAGE:factionpbta:the_faction.png~~

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The Grand Families

[setting](#), [participant](#), [lesser](#), [tier2](#)

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The Society of St. George

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The New Young Gods

[setting](#), [participant](#), [remote](#), [tier3](#)

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The Great Houses



The static, aristocratic bloodlines which have - traditionally - been seen as responsible for the structure of the Spiral Politic, the Houses can be considered the central power of the War Era universe. In fact the word "bloodline" might be misleading, as it suggests something genetic and the Houses seem to have no real genetic status at all: as the society responsible for engineering history, they perceive themselves as being parts of the historical process much more than being a people. Voyeuristic, disinterested academicians for most of their existence, the War has not only forced the Houses to embrace the "vulgar" (i.e. physical) nature of the continuum but also inspired them to commit various acts of nervous, hurried genocide. As a result, it's fair to say that history is no longer a safe place in which to live. — The Book of the War

Ruling Houses

There are currently six major Houses in the upper hierarchy and the six can easily be split into two factions. Three are purely political, their members seldom leaving the sanctuary of the Homeworld, but the other three now call themselves parts of the House Military. The six are, at present:

- **House Dvora:** one of the first Houses to have publicly suggested military intervention in the outside universe - shocking, in the Pre-War era -Dvora is pragmatic rather than militaristic, its members remaining stony-faced, impassive and yet decidedly acute in the face of the new era.
- **House Tracolix:** a Newblood House of little significance before the War, whose younger members have fought their way to the top by sheer ambition, many feel that its recklessness will cause it to fall flat on its face before long. Currently allied with the minor House Lolita.
- **House Lineacrux:** the House which appears least involved in Homeworld politics, chiefly because it favours the subtle, the devious, the covert and the occasional whisper in the appropriate ear. Even so, unquestionably dedicated to the Homeworld's interests... as it sees them.
- **House Arpexia:** Military House, whose specialists have produced more deep-time strategies and weapons systems than any other bloodline, it's nonetheless felt by some that Arpexia's rarefied, scientific approach is divorcing it from the "truth" of Homeworld society.
- **House Xianthellipse:** Military House, specialising in bio-diversity and thought to be the only House actively cross-breeding soldiers with the biomass of the lesser species, Xianthellipse's researches into the applications of sex and gender might be considered tasteless if it weren't for the House's impressive War record.
- **House Mirraflex:** Military House, the polar opposite of Xianthellipse in that it doesn't even

consider lesser species to be worth thinking about, Mirraflex is ruthless, often genocidal, and although savagely pro-active considers itself the true inheritor of the Homeworld's Pre-War Protocols. On the other hand, critics would argue that the bloodline's amoral tactics prove exactly how far the Houses have sunk.

[setting](#), [participant](#), [homeworlder](#), [great houses](#), [tier5](#)

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House Halfling

[setting](#), [participant](#), [lesser](#), [tier2](#)

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Faction Hollywood

[setting](#), [participant](#), [remote](#), [tier3](#)

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Investigators

detective/assassin conceptual beings given physical form

[setting](#), [participant](#), [homeworlder](#), [celestis](#), [tier6](#)

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The Lesser Species



The term was coined by the Great Houses, so naturally “lesser species” can be read as meaning “anyone not connected to one of the Houses” (and, in the War Era, not connected to the enemy either). For obvious reasons this current volume is most concerned with humanity: important to the major powers not because the human bloodline's particularly significant in itself but because of the time-active capabilities of its descendants, the posthuman sects. The War has already intersected human history at various points, the first diplomatic contact between Earth and the War-time groups having been made in 1752. Other human sites of interest include the City of the Saved, a region of dubious origin which exists beyond the end of causality, and which seems to act as a “backup file” for the entire human species. — The Book of the War

[setting](#), [participant](#), [lesser](#), [tier2](#)

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The Lords Celestial

the ruling class within Mictlan

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The House Military



Safe in their enclave at the dead centre of history, in the past it's been rare for members of the Great Houses to even bother venturing outside their Homeworld (a site which is, in itself, more a focal-point for causality than an actual place). But though the Houses would once have considered the very idea of a "military" to be ridiculous, now their cohorts are bred for both overt and guerrilla warfare with time-active defences engineered into their bodies from day one. While the old academicians remain at a safe distance, the new children of the Houses have taken to the battlefields of the outside universe with a vengeance. If any of the lesser species still see the Houses as untouchable, inscrutable demigods - not an uncommon mistake, before the War - then the House Military are demigods of an altogether angrier kind. — The Book of the War

[setting](#), [participant](#), [homeworldeer](#), [house military](#), [tier6](#)

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Nechronmancers

dead-time weaponsmiths

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The North Los Angeles Cabal

The predecessor of Faction Hollywood

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Nunaha'wu

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Order of the White Peacock

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Peyote Dream Runners

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The Piltdown Mob

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The Red Burial

500 Russian ghosts used to defend the Thirteen-Day Republic

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Redemption Cult

an extremist cult within the troops (notably the regen-inf)

[setting](#), [participant](#), [homeworlder](#), [house military](#), [tier6](#)

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The Remonstratation Bureau

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The Remote



If there's one word that describes Faction Paradox it's fetishistic. The Faction's followers delight in icons, in totems, in signs, symbols and relics. It's an obsession they've passed on to their "offspring" the Remote. Though genetically human the Remote have spent generations exposed to Faction techniques and technology, surrounding themselves with whatever hardware they've scavenged from the "higher powers". Now an independent race, the Remote are (perhaps unfairly) regarded as the barbarians of the Spiral Politic, an unpredictable army dressed in Freudian armour and carrying their weapons as if they were holy relics. Easily the most reckless of the War-time groups, even the Faction can no longer tell which way they're likely to jump. The Houses regard them as a dangerous nuisance. — The Book of the War

[setting](#), [participant](#), [remote](#), [tier3](#)

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The Thirteen-Day Republic

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The Rump Parliament

Faction members in the City of the Saved

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The Shelley Cabal

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Sons of Tepes

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Order of the Weal

Rationalist cult

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