

Game Loop

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Step 1: Define the Current Archivist

At the start of each generation, establish the Archivist who will record this era. Roll on the d66 tables below or choose results that inspire you:

1. **Name** - What is this Archivist called?
2. **Title** - How are they known among their people?
3. **Form of Archive** - What medium do they use?
4. **A Truth They Preserve** - What knowledge do they fight to keep alive?
5. **A Secret They Carry** - What do they know but dare not record?

Each Archivist interprets events through their own perspective, biases, and the values of their time.

Step 2: Roll d6 ? Number of Events This Generation

Each generation experiences different levels of change:

- **1-2:** A quiet period—only **one** major event occurs
- **3-4:** **Two** significant events shape this era
- **5-6:** **Three** events mark a time of upheaval or transformation

Step 3: For Each Event

1. **Roll d66** to determine the major event (use the event table)
2. **Draw a card** from a standard deck for thematic interpretation (see card meanings in SRD)
3. **Write a chronicle entry** recording what happened and what it means
4. **Mark what changed** - note transformations in Duskaran civilization or the Archive itself

Step 4: Advance Time

- Shift to the next Archivist generation
- Note how records were preserved, altered, or damaged in the transition
- Update the date (add ~20-30 years or ~250-400 cycles)
- Consider: What knowledge passed down? What was lost?

Step 5: Continue Until the End

When the **Ace of Spades** is drawn, the chronicle approaches its conclusion. Play continues for 1-3 more generations, then write a final entry reflecting on the entire lineage of Archivists and what they preserved.