

# The Commission

*The Halls of the World* – Headquarters of the Wasteland Commission are quiet, maintained and cleaned only by a skeleton staff. In the early days there was talk of closing its doors completely, after all with the fence in place there was no need for the services of the group.

William Brown, head of the Commission who was of course friends with First Sea Lord Suckling before his voyage, has ensured that the building is kept in good repair, and that all of the records are safe but has publicly declared that the Commission are being placed into retirement and thanked them all for their service, adding that he knows that if they are ever needed again they will be ready for the call.

A number of Wastelanders were in Calais including Agrin, Gideon, The Spaniard, Susan and their associate Malvess, they have not been seen or heard of since, so their current state is unknown.

Of Simon Callowfield there was no word for quite some time, until his outburst near Speaker's Corner. Dirty, and unshaven, yet strangely determined he pushed his way through a crowd of well to do men and women, who were listening to a poetry recital, and forced his way onto the platform. By this time the assembled audience were watching him to a man. He began to rave, shout that they were under the sway of an unnatural force, that they were being forced into ignoring terrible wrongs. To begin with there was a ripple of laughter, some of them believing that perhaps this was part of the entertainment. He carried on however, lamenting them for their closed minds, crying out that they needed to understand, to stand together.

Before too long, he was carried, kicking and struggling by burly men, and dragged away. Quite where he was taken is uncertain, but he fought against them hard, calling out that people must not give up, that London was stronger than that.

People still use the Halls, but they are few and far between, the bar has been closed, the scribes have been moved out. Most people have no reason to go there.

As to the Wastes and outside of London and the connected realms it is impossible to get past the fence, barring the small sea channel that is still open, It would, in theory be possible to swim out, but the waters are heavily patrolled, which would also make getting back in difficult, and of course, away from London 'Wasteland Sickness' setting in is a real danger to those stuck outside of a fence.