

OFFICIAL

STORY

COMPANION

to The Call to Search Everywhen and

The Song of Everywhen

CHESS DESALLS

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All books, novellas, and short stories in and associated with *The Call to Search Everywhen* and *The Song of Everywhen*, as well as the materials outlined and discussed in this book, are works of fiction. The characters, places, and events portrayed are used in a fictitious manner and are the products of the author's imaginings. Any resemblance to real persons, living or dead, or to actual events or locales are purely coincidental.

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Introduction

Travel Glasses (The Call to Search Everywhen, book 1) began as a short story concept. It became a novel, and then a series. A second generation series, *The Song of Everywhen*, soon followed. This companion guidebook is intended to entertain and thank those who have already read and enjoyed books in the series. Another hope is to provide helpful content for the reading journey of those who are new to the books. Readers may chose to read this guide alongside the listed books, either individually or in group settings, such as book clubs.

This guide begins with a reading list of series titles, as well as related novellas and short stories. The discussion questions introduce themes, literary concepts, and items to consider regarding characters' backgrounds and motivations. Summaries of key characters and information regarding notable worlds within the everywhere and everywhen follow. Additional reference sections include a glossary of travel talents, traveling rules and mechanics, and travel devices and vehicles.

The enclosed material is detailed and contains potential spoilers to readers new to the books. However, this guide is not exhaustive. Every detail and nuance of the characters and worlds cannot be found here. To do so would spoil the unveiling of the tales, and possibly lessen the reader experience.

Familiar characters close this volume, welcoming readers back to the everywhere and everywhen, in an exclusive bonus scene behind the Fire Falls.



Unlock the secrets of the everywhere and the everywhen.

Reading List



THE CALL TO SEARCH Everywhen (series 1)

Travel Glasses (book 1)

Insight Kindling (book 2)

Time for the Lost (book 3)

The Song of Everywhen (series 2)

Darker Stars (book 1)

Teardrop Moons (book 2)

Shadow Clocks (upcoming)

Novellas

Wrapped in the Past

Ivory of Aboreal (upcoming)

Short Stories featuring Calla and Valcas

“A Friend in Need”

“Three St3ps Forward”

Discussion Questions

WHAT ARE SOME OF THE privacy themes introduced in *Travel Glasses*?

- How do you think these themes influence who Calla trusts and distrusts?
- How does this change in *Insight Kindling* and *Time for the Lost*?

Another theme introduced in *The Call to Search Everywhen* explores what is real versus unreal. This theme permeates everything in both series from the characters' friendships, versions of persons, effects of technology, travel talents and devices, to even the worlds themselves.

- How do you think this theme influences who Calla trusts and distrusts?
- How do you think this theme influences who Silvie, from *The Song of Everywhen*, trusts and distrusts?
- Is Silvie at an advantage, having been born and raised with knowledge of travel talents and devices?
- Have the worlds and talents changed enough that Silvie's challenges are just as significant as Calla's?

Travel Glasses uses the literary device of metafiction. It's easy to think about metafiction as fiction about fiction, just as metadata is data about data. It's a literary style or technique where the reader is reminded that the characters and story are not real but part of the work of fiction that they are reading. With this in mind, consider the following questions:

- What scenes or passages in *Travel Glasses* stand out the most as examples of metafiction?

- Did this type of self-reflective style pull you out of the story?
- Did it help that the story is told as a first person narrative?

Is Valcas a villain or a deuteragonist? If you are unfamiliar with these terms, take a brief moment to conduct a search for what they mean and how they differ.

- Does your opinion of Valcas change as *The Call to Search Everywhen* series progresses?

Whose actions were you most surprised by in *The Call to Search Everywhen* series, and why?

Whose actions were you most surprised by in *The Song of Everywhen*, and why?

Why does the Time and Space Travel Agency (“TSTA”) consider leaving daily reminders in the past a dangerous and punishable offense?

- Are the TSTA’s punishments too harsh? How are the punishments different for those with travel talents and those without travel talents?
- Are the TSTA’s punishments effective deterrents to those who might consider leaving a daily reminder in the past?
- Why do you think the daily reminder must be written, as opposed to merely spoken?
- List examples of daily reminders mentioned in *Travel Glasses*. Who created them, and for what purpose? (Hints: One of the female characters admitted to leaving one daily reminder in someone else’s past. Another female character was charged for having left two.)
- List examples of daily reminders mentioned in *Insight Kindling*. Who created them, and for what purpose?
- List examples of daily reminders mentioned in *Time for the Lost*. Who created them, and for what purpose? How are Overwrites different from the daily reminders discussed in the earlier books?

- Identify the daily reminder left in *Wrapped in the Past*. Who created it, and for what purpose? Where was this mentioned before?
- Is it fair that the reason why the daily reminder was created cannot be used as a defense at a TSTA conviction hearing?

Which characters in The Call to Search Everywhen series have been described as having extraordinary insight?^[1]

- Cite examples of each of these characters displaying insight in *Travel Glasses* and *Insight Kindling*.
- Is insight associated with any particular travel talents or abilities?
- How is the concept of insight revisited in The Song of Everywhen series?

Examples of Nowheres are mentioned throughout The Call to Search Everywhen series, leading up to a big reveal in *Time for the Lost*.

- What are the identifying features of a Nowhere? Provide different types of examples from *Travel Glasses* and *Insight Kindling*.
- How are the features of these Nowheres significant to the characters associated with them?
- Is Edgar's workshop in the woods a Nowhere? What features of that place would suggest that it is or isn't? How did this place originate?^[2]

Discuss the ways in which the overuse and disuse of travel talents can cause harm to a traveler.

- Do you think it's better to become Lost by overuse of a travel talent;
- Or would it be better to develop an Occlusion by not exercising that talent at all?

What travel talent or combination of travel talents would you enjoy having the most?

- How could that talent or combination be used to contribute to society?
- How could that talent or combination be a detriment to society? (How could you protect yourself and others from that happening?)

Which of her parents does Silvie from *Darker Stars* resemble more?

- Which personality traits do you attribute to her mother?
- Which personality traits do you attribute to her father?

Which of his parents does Jarvis from *Darker Stars* resemble more?

- Which personality traits do you attribute to his mother?
- Which personality traits do you attribute to his father?

Which of his parents does Sloe from *Darker Stars* resemble more?

- Which personality traits do you attribute to his mother?
- Which personality traits do you attribute to his father?

The thief that Silvie calls “Rosy” in *Teardrop Moons* turns out to be someone she and other characters know. From Rosy’s perspective, how difficult would it be to live in worlds where persons with travel talents are considered superior?

- Is that merely a personal insecurity, given that individuals without travel talents can still travel through time and space using unofficial objects and dark devices?
- What, if anything, makes having a travel talent better? What makes it worse?

In *Teardrop Moons*, Juline introduces the concept of travel talents being associated with different frequencies of time. She and Sloe feel many more frequencies than Silvie. Why is that?

- Which of our own limited senses of sight, hearing, taste, touch, and smell do you think sensing those frequencies feels most like?
- Would it include more than one sense? Or is it a completely different type of sense felt only by persons with travel talents?

Travel talents advanced between *The Call to Search Everywhen* and *The Song of Everywhen*. What differences do you notice in the talents of Calla's generation verses those of Silvie's generation?

Are Shirlyn's actions in *Wrapped in the Past* motivated by more than her immaturity? What event or events influenced her decision in the novella's epilogue?

Worlds in the Everywhen



ABOREAL

Notable Characters of this World

- Ivory of Aboreal
- Raven of Aboreal
- Sable of Aboreal (Sable Hall)
- Travertine of Aboreal (“Nick” of Time, “Trav”)

Clock Tower Timepiece: Aborealian hourglass (sand glass)

Fun Facts

- Aborealians have jewel-toned eyes, various flesh tones, and hair that is either black as night or white as snow. They receive their first names based on their hair color. Even their animals’ fur is either Aborealian black or white.
- Aboreal has a violet-blue sky that is moonless and starless. The world does not orbit a sun. Like Earth, Aboreal has green trees and grasses, and brown soil. Houses and other buildings are typically made of timber, brick, and stone.
- This world’s time scheme is not broken into morning, noon, and night. Aborealians eat, work, and rest as they see fit. They do not have typical daily or scheduled activities. Instead, they approach time as something to play with, which is why their timepiece—a sand glass with alternating streams of black and white sand—is often used to measure turns while making speeches and playing games.

- Despite its laid-back views on scheduling and daily duties, the world has a violent and controlling government that extends to outsiders. There are administrative hoops and customs with respect to visiting Aboreal, governing both entry and length of stay. It is also illegal to lead an Uproar to Aboreal, even if done unintentionally. Violators of the law risk arrest and being sent to an Aborealian prison.
- Aborealians wear black and gold funeral robes, a tradition of the world's government. Children of this world wear these robes when performing in funeral choirs.
- Aboreal created the Time and Space Travel Agency, which eventually separated when the travel agency grew in strength and formed its own charter.

Chascadia

Notable Characters of this World

- Basileios Plaka (“Plaka”)
- Dara Plaka
- Salomao Plaka
- Andriana Tagma
- Spyros Tagma^[3]

Clock Tower Timepiece: Clepsydra (water clock)

Fun Facts

- The moons are shaped like teardrops, which are present both day and night. A yearly Moon Festival takes place with dancing, music, and food. It is customary for attendees to make their own masks.

Chascadia also has a sun and megastars, which contribute to a sky full of golden light.

- The time scheme is closer to the White Tower's than any other world.
- Chascadian men do not grow facial hair, and Chascadian women have no eyebrows.
- This world is also known for its Remnant Transporters and healers.

Earth

Notable Characters of this World

- Romaso Bredani
- Edgar Hall
- Elizabeth Hall
- James Hall ("Jim")
- Shirlyn Hall
- Benjamin Raymond ("Ray")
- Lily Raymond
- Al Winston
- Calidora Winston ("Calla" Hall)
- Doreen Winston

Clock Tower Timepiece: Globe wrapped with six golden arrows^[4]

Fun Facts

- Earth is an ancient world created by something other than travelers possessing the World Builder talent.
- Compared to many of the other worlds, Earth's time scheme is quite short. The world has had talented travelers despite their limited lifespans.

Edgar

Notable Characters of this World

- Jarvis Hall
- Silvia Hall ("Silvie")

Clock Tower Timepiece: Glass Teardrop

Fun Facts

- Valcas used his World Builder talent to build this world for Calla. She named it after the inventor, Edgar Hall.
- Only two buildings occupy this world—the Halls' home and the center for recovery of the lost. The world is filled with the golden light of its three suns, and new flowers are constantly in bloom there.
- Edgar follows what would appear to be a day cycle, but technically there is no night. Its stars brighten at intervals, replicating day and night; and so the Halls wake, sleep, and perform other activities based on the light patterns.
- This world's time scheme is similar to that of the Clock Tower.

Maroz

Notable Character of this World

- Rizza

Clock Tower Timepiece: *Not yet revealed*

Fun Facts

- Maroz is an ancient rival to Chascadia. According to the Chascadians, the Marozans stole the Facade of Marsyas, a precious mask. However, the Marozans believe Maroz won the mask in a contest with Chascadia.
- This world has a predominantly dessert-like climate, with a fiery sun, sand dunes, and tents; but there are town centers with bustling trade and civilization.

The White Tower

Notable Character of this World

- Valcas Hall

Clock Tower Timepiece: Miniature replica of the white tower

Fun Facts

- Valcas's parents, Jim Hall and Sable Hall, built this world.^[5] They lived there together, and this is where Valcas was born and raised.
- The tower's interior has a long hallway, known as the Grand Entrance, which stretches out behind it. White doors with silver door-knobs flank the hallway, each door leading to a different place. Sometimes the rooms are as ordinary as a broom closet or kitchen. Others are gateways to more exotic places, such as a beach or tropical jungle. The hallway expands when needed.^[6] Many of the doors hide empty spaces, in which a World Builder can build and create new worlds.^[7]
- Red and purple sand dunes surround the outside of the tower. Four moons appear in the sky when it's nighttime, but the sky stays black

even in the daytime. The moons are crescent-shaped during the warm season.

The Clock Tower

Notable Character of this World

- Sloe of Time

The Clock Tower does not include a timepiece that leads back to its own world. Rather, the Clock Tower itself is the timepiece of the Everywhere and the Everywhen.

Fun Facts

- “Clock Tower” is used in the series to reference both the world where the Clock Tower exists and the tower itself. The surrounding environment has a purple sky and a ground that is dusty and gray-brown. There are no trees, flowers, or other plants. The tower is a tree-like structure with a trunk and branches filled with timepieces that act as portals to other worlds, as well as gears, wires, light bulbs, and other fixtures associated with clockwork. When a World Builder crafts a new world, the timepiece of the new world appears on the tower and functions as a portal to that world.
- Exit portals from other worlds that lead back to the Clock Tower resemble miniature versions of the tower. Time Keepers such as Nick and Sloe of Time are able to see them this way, in addition for feeling for the portals.
- Nick took charge of the Clock Tower after the previous Time Keeper moved on. There are livable spaces inside the Clock Tower, and so Nick turned it into a home.
- The TSTA had no permission to enter the Clock Tower in The Call to Search Everywhen series. Nick otherwise permitted travelers, that he deemed not to be threats, to enter through the other worlds’ exit

portals or by means of unofficial objects. As time went on and risks increased, Nick tightened the Clock Tower's security. In The Song of Everywhen series, outsiders generally must be granted permission to enter. However, dark forces and persons with twisted abilities, such as Yannan and the hooded man, learned to circumvent permission by manipulating portals.

- The Clock Tower's time scheme is long like Aboreal's.

TSTA Headquarters

Notable Characters Associated with this World

- Commissioner Reece
- President Bree

Clock Tower Timepiece: Dark blue clock, the size of a dinner plate, with gold lettering and Roman numerals. The top of the disc is etched with the word Everywhere, and the bottom with Everywhen.

Fun Facts

- English is the official language of the TSTA. Its headquarters follows Inter-world Central Time.
- The TSTA is known for its harsh punishments, including its suspicious practice of sentencing talented travelers to go on missions to seek the Lost.

There are additional worlds and Clock Tower timepiece portals described in The Call to Search Everywhen and The Song of Everywhen series. Some remain and grow. Others disappear.

Key Character Bios

DISCLAIMER: THIS SECTION is best reviewed after having read The Call to Search Everywhen series to avoid likely spoilers regarding the characters' relationships and roles.

Calla Hall (Calidora Winston) – A Remnant Transporter who swiped Valcas's travel glasses as a means of escape. Her unlikely relationship with Valcas blossomed in The Call to Search Everywhen series. She was originally from the 21st Century, United States. Most of her upbringing was in central Massachusetts, but she spent a significant amount of time with her Uncle Al at Lake Winston.

- **Physical Characteristics:** Over-sized dark eyes that changed color with excessive use of the travel glasses, pale skin, curly black-brown hair, round cheekbones, sharp chin, small build
- **Personality/Quirks:** Self-proclaimed Luddite, bookish, runs for exercise, terrible at small talk, stubborn, can be bold to the point of being reckless, loves pie

Valcas Hall – A once roguish time traveler who possesses the World Builder talent. He's often seen wearing dark shades, especially when traveling through space and time. When he's not traveling, he is absorbed in his role as superintendent of the center for recovery of the lost.

- **Physical Characteristics:** Black Aboreal hair, angular face, olive complexion, emerald green eyes that changed color with excessive use of the travel glasses, tall and slender, athletic build
- **Personality/Quirks:** Prone to brooding, dry sense of humor, is able to see spirals and the bend in time during travel

Silvie Hall – Daughter of Calla and Valcas Hall. A plucky young Remnant Transporter who works as a healer at her family's center for recovery of the lost. She

travels using a musical stringed instrument, a *baglamas*, that she inherited from her grandfather. Silvie is able to sense others' emotions and detect pain and sickness in her patients.

- Physical Characteristics: Black Aborealian hair, emerald green eyes, painted-on eyebrows^[8] that hide an aspect of her Chascadian descent
- Personality/Quirks: Caring and strong-willed, workaholic, trained in musical performance, loves cake and chocolate-chip cookies

Javis Hall – Son of Calla and Valcas Hall. Silvie's younger brother, who once developed an Occlusion from having been restricted from using his World Builder talent. He performs janitorial services for the center for recovery of the lost. When necessary, he travels using the pair of travel glasses that Calla had used during the remainder of her lifetime.

- Physical Characteristics: Dark curly hair, dark eyes, aquiline nose, strong Chascadian features
- Personality/Quirks: Loves to cook (Chascadian food is his favorite), constantly thinks of ways to use and exercise his World Builder talent, confident, driven by the heart

Sable Hall (Sable of Aboreal) – Valcas's mother. She and her late husband, Jim, were World Builders who created Valcas's home world known as The White Tower.

- Physical Characteristics: Straight Aborealian black hair, emerald green eyes, bronze skin, handsome, tall and regal, intimidating presence
- Personality/Quirks: Bold and intelligent, she is very much the dotting mother—when it suits her

Edgar Hall – An intelligent and quirky inventor. He constructed the travel glasses, by altering an ordinary pair of sunglasses, to allow the wearer to travel through

time. Other inventions include a zobascope and the more recent zobaphone. He is Valcas Hall's paternal uncle. His daughter, Shirlyn Hall, had a special encounter with a mage in *Wrapped in the Past*.

- Physical Characteristics: Thinning white hair, drooping eyes hidden behind round spectacles
- Personality/Quirks: Enjoys cultivating odd forms of vegetation and collecting ancient artifacts, extremely knowledgeable about time travel theory and devices even though he has no known travel talent

Shirlyn Hall – Teen daughter of Edgar Hall who was convicted to a life sentence by the TSTA. She lived in 20th Century Folkestone, England.

- Physical Characteristics: Blond hair, cinnamon-hazel eyes, modellesque, freckled nose
- Personality/Quirks: Nose twitches when she gets anxious or upset, fashionable, falls in love quickly

Romaso Bredani – Young gondolier from 17th Century Venice.

- Physical Characteristics: Dark curls, round face, dark eyes, impish grin with dimples, short build
- Personality/Quirks: Friendly, laughs heartily and freely, often finds himself confused or at a disadvantage when trying to process information beyond his own time period

Nick of Time (formerly Travertine of Aboreal) – Current Time Keeper who is in charge of and resides at the Clock Tower. He is a former citizen of Aboreal, but is in hiding from that world. Nick became the official keeper, the key to the Clock Tower portals, when the last Time Keeper moved on.

- Physical Characteristics: White Aboreal hair worn in a tail, amethyst eyes, long nose, tall and thin physique, gangling limbs

- Personality/Quirks: Offbeat and sometimes cheesy sense of humor, can be quite serious, has mellow temperament unless provoked

Ivory of Aboreal – Former TSTA Chauffeur. She was a member of the Aboreal military and is quick to crack a joke, especially when things get tense.

- Physical Characteristics: White Aboreal hair and eyebrows, bronze skin, hematite eyes, muscular build
- Personality/Quirks: Stubborn and fearless, often uses Earth idioms, enjoys teasing Valcas for his seriousness, fast eater, avoids having her picture taken

Sloe of Time – Son of Ivory of Aboreal and Nick of Time. A young Time Keeper who reluctantly stole Silvie's *baglamas* in order to save his friend's life. He's often torn between his friendship with Raven and his budding romance with Silvie. He recently gained a position with the Halls as a gymnasium manager.

- Physical Characteristics: Aboreal black hair, amethyst eyes, tall and thin build
- Personality/Quirks: Surprisingly strong and flexible despite his scrawny physique, enjoys taking acrobatic leaps from the Clock Tower

Raven of Aboreal – A young citizen of Aboreal who has no travel talent of her own. Enticed by Yannan's warped powers, she assists him and his minions.

- Physical Characteristics: Black Aboreal hair, onyx eyes, cute and feminine
- Personality/Quirks: Bubbly personality, jealous of those with travel talents, likes bright colors

Basileios Plaka (“Plaka”) – Calla's father and Silvie's maternal grandfather, a Remnant Transporter^[9] whose grave marked him a healer and Singer of Time. Born of Chascadia, he traveled through time using the *baglamas* Silvie now possesses. He was also Valcas's healer.

- Physical Characteristics: Blue-green eyes, curly black-brown hair which grays as he ages, bronze skin, round cheekbones, sharp chin, aquiline nose, small build
- Personality/Quirks: Enjoys music, loves preparing traditional Chas-cadian foods, is always full of theories, stubborn, has a strong aversion to the TSTA, can be quite cynical

Doreen Winston – Calla’s mother who met Plaka as a young woman on Earth. After his disappearance, she took a position with the TSTA, as a travel communications facilitator,^[10] in hopes of one day finding him again. The Halls are her clients.

- Physical Characteristics: Over-sized dark eyes fringed with dark lashes, pale skin, blond hair
- Personality/Quirks: Reserved workaholic, professional, more loyal than she appears

Enta Vittor – Inventor and former nurse^[11] who was Valcas’s governess while he was growing up at the White Tower. She later lost her twin daughters to a mishap involving two sets of travel glasses.

- Physical Characteristics: Tall with gentle features, graying auburn hair, brown eyes that changed color with excessive use of the travel glasses, school marm-ish
- Personality/Quirks: Secretive and loyal, extremely fond of Edgar, prefers rural dress and lifestyle as if she belonged to the Earth’s late 1800s

Benjamin Raymond (“Ray”) Teen Detail Technician convicted by the TSTA for being involved with a daily reminder. He is able to see during travel, despite the Blanching Effect. Ray gave up his own search mission, and chose to satisfy his sentencing requirements, by joining Calla’s search team.

- Physical Characteristics: Dark blue eyes, sandy blond hair, ruby earring, raspy voice, tall and thin build
- Personality/Quirks: Generally laid-back, far more intense when using his travel talent, open and friendly, intelligent

Juline – A young Singer of Time trapped who was inside a world where she was prevented from using her travel talents. While in isolation, she built and replicated dark travel devices, such as the shadow clock.

- Physical Characteristics: Auburn hair, blue eyes, wears dresses to more easily maneuver with her ankle rings
- Personality/Quirks: Extremely knowledgeable about and in tune with the Song of Time, inventive, uses formal Marozan diction

Yannan – Sadistic traveler with powers unlike any travel talents documented by the TSTA. Those who encounter him are left wondering whether he's a talented traveler, a finessing cheat, or something else entirely.

- Physical Characteristics: Wears a long tunic and is sometimes masked
- Personality/Quirks: Selfish and ruthless, proud

Rizza – Juline's mother from the world of Maroz. She, too, is a Singer of Time.

- Physical Characteristics: To be revealed in *Shadow Clocks* (The Song of Everywhen, book 3)
- Personality/Quirks: To be revealed in *Shadow Clocks* (The Song of Everywhen, book 3)

The Hooded Man – Yannan's former guard who loosely mentors Raven in the ways of cheating time. He has a seedy ability to build, manipulate, and destroy portals—a gift from Yannan sealed by a curse.^[12]

- Physical Characteristics: Wears a hooded cloak that hides his eyes
- Personality/Quirks: Has a distinctively garbled voice that fluctuates between high and low pitches

Travel Talent Glossary

TRAVEL TALENTS ARE hereditary, and can be passed down by a traveler's mother, father, or both parents. Some are rarer than others. Each relate to one or more frequencies of the Song of Time.

Babel Decoder – Individual with the ability to change their language and accent to match wherever and whenever they travel. This talent offers the benefits of translation and blending in different times and places.

Chauffeur – A travel craft operator, usually associated with military forces or one who is certified and works directly for, or by contract with, the TSTA.

Detail Technician – Traveler who is highly skilled at memorizing scenery details, names, individuals, facial features, places, and conversations. Sounds and images are recorded in the traveler's mind, and can be recalled and reported in perfect detail.

Remnant Transporter – Individual that can transport copies of past versions of others, known as silhouettes, into different places and times. This talent is rare^[13] and often accompanies healing abilities.

Singer of Time – One with a strong connection to the Song of Everywhen, and who can feel all its frequencies. This ability is also helpful in terms of understanding and designing travel objects, both good and bad.

Time Keeper – Traveler who can read and unlock portals on the Clock Tower, as well as find and access worlds' exit and entrance portals. This talent was outlawed under Aboreal law,^[14] which is why Nick remains in hiding.

World Builder – A creator of new worlds, who can build and fill blank, empty spaces. World building essentially creates new places and times, which expands the everywhere and the everywhen. The TSTA requires permits for exercising this rare^[15] and powerful talent.

Travel Rules and Mechanics

BLANCHING EFFECT

The blinding white light experienced during travel happens to be a place in and of itself. Not just a transitional somewhere, but everywhere and everywhen—the light encompasses all places and all times. This results in instantaneous arrival from the perspective of the traveler.

It is traditional for travelers to protect their eyes from the blinding light by wearing a shaded visor. For example, Edgar and his family wore helmets with wrap-around visors in *Wrapped in the Past*. Similarly, Ivory wore a pilot helmet with a dark visor in *Insight Kindling*. The travel glasses have built-in protection from the light due to their dark lenses.

Grounding

Grounding is the practice of lowering oneself to the ground, in a protective stance, while waiting for an impact of arrival to subside. Ivory taught Calla the usual method of kneeling on one knee with both palms pressed flat on the ground. Some travelers prefer to ground on one hand and one knee.

Impact of Arrival

Travel through space and time tears open the place of destination. This tearing results in an impact of arrival, felt by everything in that space, and causes the ground to violently shake.

There is no impact of arrival when traveling to Nowheres, a type of un-place, or made-up places that are not real (or are no longer real). This is because there is no real place to tear open. Note that a made-up^[16] place can eventually transition into a Nowhere.

Vehicles don't change in a Nowhere; but they do change in made-up places. The basic color scheme of the vehicle is preserved. For example, in *Travel Glasses*,

Calla transports Shirlyn and Romaso in a white and tan motorboat that transforms into an Estrel-Flyer^[17] of the same colors. Sometimes the vehicle becomes an animal, such as the yacht-camel in *Wrapped in the Past*.

If an Uproar is present, it can absorb the impact of arrival.^[18] This sometimes tricks the traveler into thinking they have entered a Nowhere. Therefore, the best indication of a Nowhere is a body of still, silver water.

Note that worlds such as the White Tower and Edgar began as made-up places, and eventually transitioned into real places where travelers prefer to ground. If a traveler is unsure of a particular destination, it is good practice to protect oneself by grounding.

It is not, however, necessary to ground when porting through a timepiece on the Clock Tower to the world it represents.^[19] This is because the traveler ports through that world's entrance portal rather than tearing open the place of destination.

Manipulation of Portals

Sloe and Nick's Time Keeper talent allows them to unlock and travel through portals. The Clock Tower holds timepieces that represent different worlds, which act as one type of portal. Time Keepers are also able to find, lock, unlock, and/or travel through each world's exit and entrance portals.

The cloaked men who work for Yannan use portals differently. For example, the hooded man and his companion can exit a world by going through its entrance portal backwards. They cannot manipulate exit portals the way they can entrance portals. These men can also travel through portals that they build. Their travel talents are a type of cheat, granted by dark forces, as opposed to bona fide travel talents.

Slicing

The travel glasses can take an individual to an exact moment. A slice in time is an immovable moment, an inactive place and time. The scene itself is like a three-

dimensional frozen image of an event or occurrence that a traveler can move around in and observe.

Travel Glasses Mechanics

Valcas's pair of time-traveling sunglasses is perhaps the most notable unofficial object in both series. Similar to rules of travel, this device has a set of rules of its own. A traveler can use the glasses to travel, record, search, replay, and even communicate.

Traveling

The traveler must wear the travel glasses and conduct a search for where and when they want to go. As with most unofficial objects, a traveler and their unofficial object must first be in motion in order to generate the necessary momentum for travel through the everywhere and everywhen.

As explained by Valcas, in *Travel Glasses*:

You need not know exactly where or when you want to be. The will must be focused, obsessed with, the task. You only need to think of what you need most, whether it is an object or person. (*Travel Glasses*, Chapter 8, 2014)

But it doesn't hurt to have more search terms in mind beforehand. "The more details the better." (*Id.*)

Recording

Travel glasses can be used to capture sound, still images, and entire recorded scenes. This feature of the travel glasses derives from Edgar Hall's prior invention of the zoboscope. A traveler can prevent travel through space and time, even if in motion, by recording with the glasses.

Travel glasses invented by Enta don't have the ability to record, but the pairs that Edgar and Valcas altered do.

Recorded information inside the travel glasses is a type of data that can be backed up and synchronized across pairs.

Searching and Replaying

A traveler can conduct a search in different ways. First, they can run a search with the travel glasses as a type of search engine to tell the device where and when they want to go. Calla preferred to recite her search terms aloud in preparation for travel.

A second type of search is to find and replay sounds, pictures, and scenes that have been recorded inside the travel glasses. This method of searching requires a special bond with the recorder to be effective, unless of course the recorder and viewer is the same person. Silhouettes appear faded and washed out when the recording is replayed.

Communicating

Valcas added a communication feature that can be used by two (or more) individuals who are wearing travel glasses at the same time. They are able to hear and see each other. The person viewed appears on an all white background.

Enta likewise included a communication feature on her travel glasses. She also devised a way to block unwanted incoming communications, which she built into her own pairs. She later altered the pair Calla stole from Valcas to help Calla block incoming communication.

A presently existing person is not able to communicate with someone from the past this way. Both communicants must be existing as their present selves.

Read more about Valcas's original pair in the travel devices section, below.

Silhouettes

A silhouette is an individual's past version, either fixed in their own past, or as a copy taken out of their past and transported somewhere else. Silhouettes can remain at their new destination, and will eventually fade away without any dis-

cernible harm to themselves or to others. The traces of the past individuals can be felt by others as they are fading.^[20]

Daily Reminders

Past versions of individuals, their silhouettes, can only temporarily process new information. Silhouettes will forget the new information, such as people and conversations, by the very next day unless a daily reminder is left in their past. A daily reminder is a writing on a physical object, written with the intent to change the past. This can be created directly or inadvertently,^[21] as seen throughout Calla and Valcas's story.

Destruction of Daily Reminders

Daily Reminders can also be destroyed. This is performed ceremonially, as part of a TSTA hearing, to erase or delete the daily reminder. Officially destroying one copy of the daily reminder destroys all its copies. Destruction of a daily reminder, in this manner, is intended to delete the reminder from the past individual's memory—to free them from the reminder.

Overwrites

Another way to destroy a daily reminder is by overwrite. A traveler can do this by obliterating what was written on the original daily reminder and writing something else in its place.

The TSTA considers an overwrite a more serious infraction than leaving a daily reminder in the past because it constitutes a double infraction. The first infraction is the traveler's knowledge and failure to report the original daily reminder; and the second infraction is the overwrite itself, which is essentially the creation of a second daily reminder.

Encrypted Copy Restoration Exception

There is an important exception to the above rules regarding the destruction of daily reminders. The existence of an encrypted copy of the daily reminder—one that cannot be accessed—protects the daily reminder from being overwritten or

destroyed. A single copy of this backup daily reminder restores all of them, unless the encrypted copy is either overwritten or destroyed.^[22]

Encrypted copies are not searchable; they must be found manually. In other words, a traveler cannot shortcut the process by time and space traveling directly to where and when the encrypted copy exists. This added layer of protection makes the encrypted copy difficult to find before it can be destroyed or overwritten.

Effects on Slices in Time

But is a daily reminder, the lie inserted into the past, every fully deleted? A character in *Time for the Lost* suggests that it is not—that “some remnant of its memory lives on,” and that a slice in time will show the truth. (*Time for the Lost*, Chapter 4, 2016). This character’s knowledge on the subject was limited by his time period, which predated computers. Later in the book, a character from a more advanced world explains that the slices in time are essentially ghost files of the truth that can be overwritten. (*Id.*, Chapter 31.) In other words, even when a daily reminder is deleted or destroyed, a slice in time will continue to show ghostly copies of the truth, much like how ghost copies of a deleted file still remain on a hard drive. The ghost copy is queued for deletion, and the space it once took up is made available. It’s not actually gone (fully deleted) until it is overwritten (replaced) by something else.

Time Schemes

Worlds in the everywhere and the everywhen have different time schemes. Measurement of time and the rate at which a character ages depend on their world’s time scheme. The world where they were born determines the time scheme that governs their lifetime.

A few characters in *The Call to Search Everywhen and The Song of Everywhen* series interfered with these constructs for various purposes. For example, one character developed a youth elixir to extend his life beyond the usual lifespan of the world in which he was born. Another character used the youth elixir so she could have multiple children with a man from a world with a much different time

scheme. One character even went so far as to leave a daily reminder in her own past to reset the timeline of the world where her son was born.

Time and Space Travel Agency

The TSTA is the inter-world governing body that regulates travel through time and space. It charges, convicts, and punishes travelers who violate its rules. There are harsh fines and penalties for trying to change the past.^[23] Certain travel talents, such as world building, are also heavily regulated.

Among other infractions, travelers can break TSTA rules by leaving a daily reminder in the past, underage self-transporting without a license, and world building without permission. Contributory infractions are also charged and penalized. While the TSTA can charge persons during their present, it cannot enforce its rules against silhouettes.

In addition to its enforcement duties, the travel agency sells expensive specialized travel equipment and services in the form of licensed and commissioned transportation vehicles. Equipment offered by the TSTA helps those using them to blend in with their destinations so they don't attract unnecessary attention. The agency's headquarters is highly secure, but it can still be accessed through various methods of time travel. Licensed TSTA vehicles have their own entrance.

TSTA communications facilitators can monitor clients' travels because the agency has control over its own licensed vehicles. This is why time-traveling devices such as the travel glasses and *baglamas* are considered unofficial objects. The TSTA doesn't have the same type of control over them. By the time of *The Song of Everywhen* series, the TSTA continues to regulate travel, but its control over unofficial objects is weakened further. In addition to the evolution of travel talents, the line between what is official^[24] and unofficial in terms of travel vehicles and devices blurred over time.

Other Notable Phenomena

UPROARS

An Uproar is a being of chaos that appears as a flash of bright light. It's a force of energy that can pass through worlds. Slow-moving but powerful, this being can cause great damage and disturbance to its victim. It feeds on the blood^[25] of travelers and the lost. An Uproar can sense a particular line of blood, distinguish it from others, and pursue it through time and space.

Fortunately for travelers, Uproars have specific weaknesses. They are repelled by, and can be destroyed by, fire. Characters in *Time for the Lost* demonstrated another way to destroy Uproars, as part of a mass effort to free lost travelers.^[26] Uproars, nevertheless, continue to exist and cause trouble in *The Song of Everywhen*.

Cleaners ("The Chars")

These humanoid creatures follow and torment their victims through time and space. To date, the origin of The Chars is unknown. Unlike the ethereal Uproars, The Chars adopt a solid form that their victims can physically battle.^[27]

Mages

Several characters have abilities that are not travel talents, *per se*. Their methods appear to stem from somewhere else. Balthazar, from *Wrapped in the Past*, can manipulate elements and achieve certain predictions. Yannan presents a special mystery, with his abilities to restrict others' travel, and even allow himself and others to achieve the effects of time and space travel by "cheating time." For example, he and the hooded man manipulate portals in ways that seem to conflict with Nick's function as a Time Keeper.

Yannan also transformed the eyes of several of the series' characters, including those of a dog named Eurig. Described as a master of curses, Yannan's actions and

involvement with dark devices are illustrative of a new era and uprising of sinister talents.^[28]

Travel Devices and Vehicles



UNOFFICIAL OBJECTS

Baglamas

Plaka found this petite stringed instrument at a gift shop in Greece and used it as his travel object during his lifetime. The body of the *baglamas* is shaped like half an avocado and has ornate etchings. It has a long, slender neck and four strings. Silvie inherited Plaka's *baglamas*, since her mother had predeceased her.

The *baglamas* can be used to play music like an ordinary stringed instrument, but it can also be activated to travel through space and time. Before activation, a traveler typically begins at a location with enough height to jump into. Scooping the *baglamas* through the air creates a buzzing as sound waves are set in motion. This creates a vortex in which multiple travelers can pass through at the same time.

Travel glasses

The main characters in *Travel Glasses* used pairs of sunglasses to move through space and time. Edgar Hall altered an ordinary pair that Valcas's mother had given Valcas as a gift. After seeing what they could do, and the potential dangers they presented, Edgar swapped the altered pair with an ordinary pair of sunglasses. Valcas stole back the travel glasses, and added a communication feature.^[29] Calla later stole Valcas's pair as a means of escape.

There are additional pairs of travel glasses mentioned in the stories, including a second pair Valcas obtained and altered himself, and several pairs built by Valcas's former governess, Enta. Jarvis inherited the pair Calla kept during her lifetime, which he uses as his own travel object, when necessary.

Dark Devices

Ancient shadow clocks

Shadow clocks are dark devices that have been banned in most worlds. They are palm-sized sundials that allow persons with or without travel talents to travel through time and space without generating the momentum needed to travel. An individual can exit a world while standing still. The absence of a motion requirement provides an advantage over travelers who use unofficial objects.

Dark devices also spray smoke that appears to be the opposite of the bright light of the everywhere and the everywhen. Travelers attribute their origin to dark forces that resist and repel healing, and interfere with the Song of Time.

Shadow clocks constructed from unofficial objects

Travelers developed a later form of shadow clock by disassembling unofficial objects and using the interior pieces to build dark devices that function like the ancient shadow clocks.

Weird Worlds

Attempts to travel to someone asleep, under the protection of both types of shadow clocks, trap the traveler in a temporary place known as a weird world. It is filled with bright light and devoid of sound. Jarvis described his experience there as resembling an absence of time, like being inside an eternity. This space is not created by a World Builder, but it's empty such that a World Builder can add components to it.

Similar to other worlds in the everywhere and everywhen, each weird world has an associated timepiece that appears on the Clock Tower. Should the traveler escape^[30] the weird world, and absent interference by a World Builder inserting something permanent into that world, both the temporary place and its timepiece will disappear.^[31]

Travel Vehicles

TSTA Vehicles

There are two categories of TSTA-owned vehicles, commissioned and licensed. Both are used to travel through time, and are quite expensive. Commissioned ve-

hicles require a Chauffeur to transport clients who pay the TSTA for recreational travel. Licensed vehicles are those that the TSTA leases to travelers who have learned how to operate the travel craft themselves and who have been given special permission by the TSTA to do so.

Ivory piloted a light jet in *Insight Kindling*.^[32] This is the type of vehicle she would have used to transport clients in her position as a TSTA Chauffeur. Edgar's motor yacht is an example of an authorized travel vehicle under license by the TSTA. He took his family on multiple trips to the past using the motor yacht. Read more about his adventures in *Wrapped in the Past*.

TSTA Certified Vehicles

A TSTA certified vehicle does not necessarily travel through time. An owner of a vehicle can apply to have their vehicle certified by passing an inspection. Here, certification means that the vehicle is in good working condition and its operation doesn't violate the TSTA's rules.

Ivory's father, Coal of Aboreal, gifted her a raspberry-blue jet during her eighth year of life ceremony. This jet is not a TSTA vehicle built to travel through time, but it has been TSTA certified. The blue jet traveled to a different world in *Insight Kindling* because Valcas used his travel glasses during flight. Similarly, Javis used the travel glasses in *Teardrop Moons* while Ivory piloted the blue jet.

Other Devices of Note

Zobascope

A zobascope is a tiny telescope that captures moving images and sound. To record, the object must be viewed through its lens while being rotated to the right (clockwise). Rotating the device to the left (counterclockwise) plays back the recording.

Edgar built a zobascope, but it is not the only one in the worlds or mentioned in the two series. His version, in particular, was the predecessor to his inventive alteration of the travel glasses. In addition to the abilities of recording and replaying, there are certain features common to both.

The zobascope only records truth, what is real. This is why it captured Juna's voice in *Travel Glasses*, but not her holographic form. Persons viewing the recording who have a close connection to the recorder see and feel what's recorded more vividly. Similarly, recordings captured in the pair of sunglasses Edgar altered can be viewed by the recorder and persons with a strong connection to the recorder.^[33] Enta's travel glasses did not have the ability to record, but the pairs that Edgar and Valcas altered did. She later became aware of the recording feature when Edgar revealed this and the replay requirements to her.

Zobaphone

This device generates waves that interfere with the cloaking protections^[34] of dark devices and also prevent others from traveling using dark devices.^[35] It blocks, by absorption, the frequencies of dark devices.

Edgar's earliest zobaphone looked like a microphone attached to a tin funnel—something that would remind Earth-born citizens of a megaphone. Later versions of this invention are more powerful, but have the disadvantage of being large and cumbersome.^[36]

Book Club Activities

IN ADDITION TO THE questions outlined above, the following group activities can be used to engage group members and generate further discussion of *The Call to Search Everywhen* and *The Song of Everywhen* series.

1. List your favorite time travel series and movies. Discuss the different methods of travel. Do the characters travel through time within the same world, visit worlds outside their own, or both?
2. Create a time capsule, and fill it with bookmarks and other memorabilia of the different books you've read and discussed as a group. An online only book club could complete this activity by creating a virtual time capsule in the form of a blog page, website, or social media platform that allows sharing of links, photos, and documents.
3. Craft fan art of your favorite *The Call to Search Everywhen* and *The Song of Everywhen* characters and scenes.
4. Design your own personal *Nowhere*.^[37] What features would you include there? Are there buildings? What is its still, silver body of water? Draw or paint a picture of your *Nowhere* and share it with your group.
5. Trace the ownership of the zobascope that Edgar invented and gifted to Enta. Whose recordings are captured inside of it, and for what purpose?
6. Write a group application to the TSTA for permission to build a new world. Assume that one of you has the *World Builder* talent. What is the purpose for building the world? What does it look like? What will you name the world? Do you expect to live there? What do you imagine its *Clock Tower* timepiece portal would be?

Exclusive Bonus Scene

I RINSED MY HANDS IN the pool inside the Fire Falls. And then sighed as I shook water droplets from my hands. Valcas and I had just finished our meal of seaweed and fresh, raw fish. My stomach was full. Yet I still felt empty inside.

“What’s bothering you, Calla? Tell me what’s on your mind.”

I glanced at him over my shoulder and shrugged. “I just thought we would have found him by now.”

Frowning, Valcas scooped the undersides of my elbows with his hands, and led me to into a sitting position next to him. It was growing cooler behind the falls, despite its fiery exterior. I nestled closer to him for warmth.

He placed his hand in mine. “Is there anything I can do to help?”

“I was hoping you could show me something—a picture, from the slice in time where you told me you first met my father.”

Alarm flashed across his features. “We haven’t been able to use the travel glasses to communicate or travel outside the Fire Falls. I’m not sure we can play back recordings, either.”

“I don’t need your recorded memories,” I said. “A still photograph would be enough.”

After regarding me for a moment, he slipped the dark frames over his eyes. My heart beat quickened as he frowned in concentration. Moments later, the corners of his lips turned upward.

“You found it?”

“Yes. The recording and replay functions both seem to be working. Though, this image was burned inside the glasses long ago—you could have found it yourself.”

“I tried many times to see pictures and recordings of my father.” I shrugged. “For some reason, it never seemed to work for me.”

His dark brows furrowed. Green eyes searched mine. “What else have you searched for inside the travel glasses?”

“More than I should have.” Blood rushed to my cheeks. “But I’ve resisted since our mission began.”

“Why stop now?”

“It seems wrong somehow, like snooping.” With a release of breath, I tilted my head back, catching a glimpse of the stalactites above us. “I wanted to give you some privacy.”

He sniffed.

Wrapping his arm around me, he slipped the dark lenses over my eyes. Then, whispered instructions for a search.

“Think about the slice in time I told you about—the moment when Plaka called out to me and I saw him for the first time. Ask the travel glasses to show you that.”

I sat back and tried to relax. Though I couldn’t help being aware of Valcas’s nearness, I focused less on him and more on my father. Specifically, on a past version of my father, when he’d greeted Valcas at a baseball game on Earth. Where both had traveled to the same exact slice in time.

Waves of emotion hit me before I saw anything, surprise mostly. An image materialized. Motionless yet dynamic, like a still shot from a movie.

A man stood with his fists resting on his hips. Behind him, bleachers were filled with men, women, and children caught mid-cheer. The man wore a robe gathered at the waist with a belt, and a cloak that fell to his calves—a strange assortment of clothing compared to the contemporary baseball fans.

He looked younger than I’d expected. And yet, I recognized a lot of my own features in him. We had the same rounded cheekbones, sharp chin, and small build.

A few brown-black curls had escaped a tail that appeared to be gathered behind his neck.

His smile caught my attention more than anything. In that smile, I felt a sense of trust, of hope—something that had been missing from pictures and recorded memories I'd previously viewed inside the travel glasses, from Valcas's point of view.

"That's him," I murmured. "If he's here behind the Fire Falls, we need to find him."

I hoped that one day soon, I would hear his voice. And see his smile in person.

Not as part of a recording or through the eyes and ears of someone else. But through my own.

[1] Hint: One of the characters defines *insight* as "the ability to understand, accurately and deeply; an acute awareness." (*Insight Kindling*, Chapter 44, 2015.) More specific to healing abilities, insight is "a deep and accurate sense of what [is] helping and what [is] not." (*Darker Stars*, Chapter 7, 2017.)

[2] Hint: A silhouette reveals the workshop in the woods' beginnings to one of the main characters in Chapter 4 of *Time for the Lost*.

[3] Spyros Tagma was the reigning leader of Chascadia during Calla's lifetime. Andriana was his wife.

[4] Two of the arrows appear to be watch hands traditionally seen on a clock. The others resemble the four points of a compass—North, South, East, and West. When activated, the globe generates blue and green sparks and appears to be surrounded by swirling clouds.

[5] Valcas's parents are World Builders who wanted him to be born in a real place instead of an un-place. They did not want him to be born in a Nowhere. The White Tower is essentially a made-up place that eventually transitioned into a real place.

Jim is Edgar's younger brother, who physically resembles Edgar. While his character is not fleshed out in detail here, it should be noted that Jim used his world building talent for much more than the White Tower. *Time for the Lost* describes two key places he built at the request of others.

[6]When an expansion became necessary, Valcas's parents applied to the TSTA for permission. The White Tower does not have abilities of its own. (*Insight Kindling*, Chapter 30, 2015.)

[7]Javis trains in these empty rooms. The TSTA's permission requirements continue to apply in *The Song of Everywhen*, because the agency still exercises control over the World Builder talent. The center for recovery of the lost also contains a block of empty rooms that are similar to those of the White Tower.

[8]Chascadian women do not have eyebrows, and do not seem to be bothered by it. Silvie, however, doesn't want to stand out in her world or to the hospital's residents. Therefore, she paints on eyebrows along the skin above her brow bones.

[9]Basileios inherited his healing and Remnant Transporter talents from his mother, Dara Plaka. His father, Salomao, did not have a travel talent.

[10]In this role, Doreen can monitor individuals' comings and goings through space and time when they are using TSTA vehicles. She has more difficulty tracking travelers that use unofficial objects.

[11]Enta had been well-renowned as a nurse, but she had little in the way of connections. The Halls invited her to be Valcas's nursemaid or nanny, and then later hired her as his governess.

[12]This is different from the Time Keeper's ability to see portals by feeling them. The hooded man tells Sloe that he can see the portals, not because he feels them, but because he builds them. (*Darker Stars*, Chapter 6, 2017.) Note also that the hooded man is able to travel through portals that he builds.

[13] There are instances where travelers who are not Remnant Transporters can transport silhouettes, but it's a once-in-a-lifetime opportunity, and happens only in extreme emergency situations. Most travelers are never able to transport individuals from other places and times.

[14] Aborealians consider the Time Keeper talent a form of sorcery, as opposed to a traditional travel talent. Aboreal's motivation behind the taboo stems from the government's inability to control and lessen the talent's advantages, such as stealthy arrival and, therefore, no reason for the traveler to ground.

[15] The World Builder talent is nearly as rare as the Remnant Transporter talent, but it is common among inventors. To date, the only characters in the series with this talent are Valcas, his parents, and Javis.

[16] Elements can be brought into a made-up place from a real place; but those elements are only real where they actually existed.

[17] An Estrel-Flyer is a black and gold flying machine associated with the White Tower. It looks like a cross between a motorcycle and a hovercraft.

[18] In *Travel Glasses*, Enta implies that there are presences or phenomena with the ability to absorb the impact of arrival. But only Uproars have been mentioned in the series, to date.

[19] Nick is grateful for this feature, because it gives him the advantage of a stealthy arrival.

[20] The fading of silhouettes is not to be confused with the release of the suspended Lost in Susana who became Freed. The suspended Lost were travelers who arrived in Susana during their present, and who remained there past their natural lifespans. Read more about Susana in *Time for the Lost*.

[21] A silhouette in *Travel Glasses*, for example, inadvertently left a daily reminder in his own past based on information believed at the time. His beliefs were based on information and events that had not been part of that past; rather, someone had visited a past version of him and had influenced his past version's thoughts by the time he made the writing. While the silhouette intended to make the writing, and believed what he wrote to be true, it was significant enough to make changes in his past that continued while the daily reminder existed.

[22] The encrypted copy method is particularly useful to travelers who face destroying a daily reminder at a TSTA hearing. It will appear as if the daily reminder and all its copies are being permanently destroyed during the hearing ceremony.

[23] Travelers with talents are typically given a choice between paying an exorbitant fine or going on a mission to seek the lost. Individuals without talents are given a different set of options: pay an exorbitant fine or serve a long prison sentence.

[24] Travel vehicles that are licensed or commissioned by the TSTA are considered official.

[25] Plaka suspected that the Uproars were after the talents that flowed through the travelers' blood. (*Insight Kindling*, Chapter 43, 2015.)

[26] Discover additional details in chapter 17 of *Time for the Lost*.

[27] Read how The Chars were similarly destroyed in chapter 20 of *Time for the Lost*.

[28] In *Teardrop Moons*, Yannan's daughter confirms that he has no real travel talent of his own.

[29] Edgar had not included a communication feature, and did not become aware of one being added to the pair he'd altered, until after meeting Calla and consulting his friend Enta.

[30] No matter how the traveler attempts to exit the weird world, they must be given permission to leave by the Song of Time.

[31] For example, in *Teardrop Moons*, Jarvis built a flower inside a weird world. After he and his companion left that world, its Clock Tower timepiece remained on the tower.

[32] TSTA had also certified the light jet. Read more about TSTA certification in the next section.

[33] A subtle difference between zobascope and travel glasses recordings is that the zobascope does not record or display images that are not truth, whereas the travel glasses will capture them but play them back in a different way. Inside the travel glasses, truth appears bright and vivid. Illusions, such as the presence of silhouettes, are pale and faded.

[34] The cloaking protection is what causes the temporary weird world to be created when someone with a shadow clock is asleep and someone attempts to travel to them. This is why weird worlds are considered worlds not created by World Builders.

[35] Dark devices generate frequencies that interfere with the Song of Time. The zobaphone interferes with that interference.

[36] When all of its components are connected, the latest zobaphone in The Song of Everywhen series, to date, has the size and structure of a small horse.

[37] Ivory, in *Insight Kindling*, was able to escape to a Nowhere, while piloting a commissioned TSTA vehicle, by searching for elements of several places at once. How is this similar to or different from when Calla traveled to a Nowhere in *Travel Glasses* while distracted?

About the Author

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Novels by Chess Desalls

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Insight Kindling (The Call to Search Everywhen, #2)

Time for the Lost (The Call to Search Everywhen, #3)

Darker Stars (The Song of Everywhen, #1)

Teardrop Moons (The Song of Everywhen, #2)

Novellas by Chess Desalls

Glistens

Glistens Part Two

Wrapped in the Past

Lantern (Lantern, #1)

Beacon (Lantern, #2)

Torch (Lantern, #3)