

## Chapter 1 : forerunners of the forerunners | Gaia Ascension Forerunner

*Forerunners of the little masters* Dã¼rer, the reputed teacher of the little masters Albrecht Altdorfer Albrecht Altdorfer's works Hans Sebald Beham and Barthel Beham The works of the Behams Heinrich Aldegrever Georg Pencz Jacob Binck and Hans Brosamer.

However, with the imminent release of Halo Wars 2 in February and the eventual release of Halo 6, we strongly believe that is going to bring living Forerunners back into the Halo universe on their own. However, with the imminent release of Halo Wars 2 in February and the eventual release of Halo 6, we strongly believe that is going to bring living Forerunners who are not the Ur-Didact back into the Halo universe on their own. We know, for instance, that Forerunner ships will eventually be coming to Halo: It would be a waste of our time to design an entirely new Forerunner faction based on 2 to 4 ships, model and texture 20 to 30 ships and stations, only to have it all be cast out when shows their hand. The following is our fanon explanation for why Forerunners were to be a playable faction in the mod. Welcome to what was to be Sins of the Prophets: At some point not long after this, slipspace travel was restricted to only Lifeworkers, leaving many Forerunner ships stranded in space to await the firing of the rings. The AI construct Momentous Obligation was stationed as the monitor of the shield world, and was tasked with ensuring the Forerunners interred inside be kept alive at all costs. We know from the Halo Anniversary terminals that the monitors stayed in contact with each other over eons. Then another from Halo Installation 04 in Then again with Halo 04B the same year. When Shield World Requiem is destroyed decides there is a very real possibility that either the Flood have resurfaced, or something else is hunting down and destroying Forerunner worlds. He decides to wake up his masters so that they can prepare to defend themselves, or potentially travel to the Ark to activate the remaining rings once again. Those coming out of these Cryptums are the Forerunner Remnant. This is a random assortment of Forerunner citizens, not the titans of their empire, just refugees. The number is not incredibly important, but it is comparatively small. Maybe 1 million, maybe less. They are a shadow of their former glory. They are without the Domain, they have limited supplies, resources, and technology. They know nothing about what transpired on Requiem or the Halo rings, only that they may be in danger. Because of their limited knowledge and starting point, they lack the ability to build massive structures like Halo installations or Shield Worlds. What they can build for ships and structures are only in small numbers, and they rely heavily on sentinel support. Not only did this fit in very well with the skirmish style games SoaSE provides, but it also fit our story into the stated Halo lore succinctly. It was also completely self contained. Obviously this kind of thing would be hard to communicate in a game like SoaSE, so we were going to include a graphic novel that we would produce in digital format with the release that would explain to you why there was suddenly a third Forerunner faction in the mod, and help you understand the characters involved. Unfortunately, over time the artists we enlisted for this part of the mod fell off the project. Keeping artists involved and engaged is honestly one of the hardest things about working on a large volunteer project like Sins of the Prophets. We managed to find people who like the idea of helping, but then either are unable to stay interested enough to actually get things done, or they run into the usual life issues and lose motivation to continue. Huge swaths of SotP has been plagued by this, and continues to be to this day. Every artist ever attached to the Forerunner side of the mod has fallen off before getting very far along, other than our greenest modeler, Sookendestroy. So, that was the plan. While this has been shelved, we are discussing other potential ideas to fill this third faction slot, such as a sentinel faction. Right now we only know that they have essentially stole what amounts to outdated space police robots. To make this as clear as possible, we are looking for dedicated portrait artists, modelers, and texture artists.

*A central aspect of Forerunner culture was the Domain, a vast repository of information containing virtually all knowledge collated by the Forerunners over the eons, including impressions the deceased, leading the Forerunners to also view the Domain as a form of afterlife.*

In the wake of this words, came war. Torment Giths are not a common sight in most of the worlds. For the most knowledgeable beings giths are still a puzzle not completely solved. A single race that attain liberty and a name with lots of effort and sacrifices, found two paths to follow in two different ideologies. Warmaster Gith and Prophet Zerthimon, Githyanki and Githzerai, followers of revenge and self-knowledge seekers, two faces of the same coin that look so similar but are so different. Slaves of an Empire Many ages ago, the Ilithids, the psionic tyrants most known as Mind Flayers, controlled empires that spanned many worlds. Feared for their appetite for brains, the Ilithids consumed and enslaved all other humanoids within their reach. At the zenith of their power, Ilithids, also well known for their countless and foul experiments, created a cast of humanoid slaves to live among them as servants and expendable warriors, the forerunners. The forerunners suffered untold horrors by their masters for ages, one of them was the fear of being selected as a meal. Surviving for generations, the forerunners numbers where kept in control by their masters until they grew complacent in their supremacy paying less and less attention to their culling practices. The forerunners grew in numbers that easily outnumbered their overlords while developing their own powers and subversive ideas. They nursed their hatred for their masters and longed to be free, and more than once a few of them tried to rebel but failed. With the leadership of Gith, the forerunners start a long and bloody war rescuing more and more slaves while reducing the number of their old oppressors. Eventually, none of the forerunners remained enslaved, all had won their freedom or died at the hands of their fearful old masters. Unsatisfied with mere freedom, Warmaster Gith lead the forerunners in a campaign to annihilate all the main flayers in all the worlds she could reach. She started a purge on her old masters, their other servants and even other forerunners who resisted her orders. Instead of allowing her people to enjoy their hard-won freedom, she lead them in a path of conquest and unending war. Zerthimon and the Civil War Not pleased with the new leadership, another well-known forerunner, Zerthimon, started an opposing faction to the leadership of Gith with the use of words. He claimed that Gith proved she was unfit to lead because of her warmongering ideas. In Zerthimon teachings many forerunners realized that following a hopeless cycle of destruction instead of learning about themselves as a race was a mistake. Instead of tolerating dissent and accepting debate, Gith proved Zerthimon right when she saw him as a thread to her rule that was vital to suppress. A big civil war occurred between the supporters of Gith and the followers of Zerthimon that sealed the future of their race. There are many assumptions of what happened during the civil war, but what is known is that both sides ended so crippled that they retreated far from one another to recuperate. In the creshes they also learn to harness their psychic and combat abilities. When a githyanki grows to adulthood they have to slain a mind flayer as a rite of passage to be able to rejoin its people on the Astral Plane. Rarely, a githzerai master establishes a hidden monastery in the Material Plane to train young githzerai while spreading the teachings of Zerthimon. They return to the main githyanki settlements once they finish all their trainings. Known for rejecting each other, they can start a fierce battle to death if not interrupted with a justified reason. Whatever the reason is, they will work together in their full capabilities but an actual friendship will never appear since the differences in their cultures will never let them. Gith Names Githyankis and Githzerai have personal names given to them at birth. The name of each individual is not a matter of importance until they earn the respect of the other members of their community via martial attitude for githyankis and accepted knowledge for githzerais. It is not impossible for a member of any race to run for a pacific githzerai confusing them for a warring githyanki if they have seen one of them before. The same prejudice applies otherwise. Dwarves, Elves, Humans and Halfling. They look very agile however and I better learn their intentions first. If they can stand firmly with all that, they can be my allies. They look like they could be better companions than the average human or elf. Your Dexterity score increases by 2. On the Material Plane they reach maturity at the16 years and live long as a to years. Most of the

githyanki are lawful evil since they follow their lich-queen orders of war, conquer and plunder to everything in their reach. Githzerai, in their monastic lifestyle, are Lawful neutral, acting always in accordance to their society codes. In a similar way, githzerai can give up their monastic traditions and leave for a special reason, their alignment is a corresponding answer to these particular reason. Giths are over the 6 feet tall and average about pounds, they are more agile, toned and muscular of what they normally look. Your size is Medium. Your base walking speed is 30 feet. You can cast the jump spell once, requiring no material components, and you regain the ability to cast it this way when you finish a short or long rest. You know the mage hand cantrip and how to cast it without the verbal components and with little effort on the somatic ones. The summoned hand is invisible for everyone. Wisdom is your spellcasting ability for it. You can speak, read and write Common and Gith. Gith is a harsh and guttural language derived from the Githjad alphabet. Githyanki and githzerai got different dialects from the same Gith language. A civil war among the forerunners divided them in Githyanki and Githzerai as if they were two different races. Githyanki The githyanki, "followers of Gith" in their own language, followed her leader in the path of conquerors. Plundering countless words, Gith shape them into a militaristic society, with a strict caste system. In the uprising against the Ilithids, Gith was seeking for strong allies. Only Tiamat now knows what passed there, but an alliance was forever sealed between them. When Gith perished, her undead githyanki adviser, Vlaakith, assumed the mantle. The lich-queen forbade worship of all beings except herself, but continue leading the githyanki in the same path as Gith did. Githyanki are always on a ongoing war against the victims and sworn enemies of their race, specially the remaining Mind Flayers and the githzerai. For the average githyanki, war is the ultimate expression of their culture, showing no mercy in their black eyes while they are on a fight. Glory for a githyanki is achieved when they are recognized for their own merits and obtain a silver sword, a kind of greatsword considered an artistic relic by their kind. Your Strength score increase by 1. Once you reach 3rd level you can cast the misty step spell once and, at 5th level, you can also cast the mirror image spell once. These spells are considered psionic powers and you regain the ability to cast them this way when you finish a long rest. Wisdom is your spellcasting ability for these spells. You gain proficiency in the Athletics skill. You have advantage on saving throws against being charmed. Githzerai The githzerai, "those who spur Gith" in their own language, are focused philosophers and austere ascetics. Following the unbroken circle of Zerthimon, they live in abstinence from material pleasures, maintaining a strict monastic lifestyle. Most of the githzerai willingly dwell in the heart of utter chaos in Limbo. The social hierarchy of the githzerai is based on merit, led by their wisest teachers and most skilled in physical and mental combat. The githzerai revere great heroes and teachers of the past, emulating them in they everyday lives. Glory is achieved by a githzerai when they are recognized as one of these great heroes and teachers, since it means that their memories will last forever. Your Wisdom score increase by 1. Once you reach 3rd level you can cast the blur spell once and, at 5th level, you can also cast the calm emotions spell once. You gain proficiency in the Acrobatics skill. You have advantage on saving throws against being frightened. Gith Forerunner Githyanki You learned to respect a silver sword as a priceless relic and a work of art. You have learned how to channel the force of your will with one of this relics at your hands. Increase your Strength score by 1, to a maximum of You gain proficiency with the greatsword. Silver Sword Adept You have mastered the use of a silver sword as a weapon, learning to deal psychic as well as physical damage. Your technique with a silver sword is a much feared kind of art. On a critical hit, with your silvered greatsword, against a target in an astral body, you can cut the silvery cord that tethers the target to its material body, instead of dealing damage. Gith Forerunner Githzerai You have full knowledge of the Unbroken Circles of Zerthimon, and followed all his teaching and principles with discipline. Your senses are enhanced, Increase your Dexterity score by 1, to a maximum of You have blindsight, perceiving your surrounding without relying on sight, within a radius of 20 feet. While in your blindsight radius, any negative effect of the Blinded condition is ignored. Zerth Adept You completely understand the teachings and principles of Zerthimon. With the power of your mind, you can shift bodies from one plane to another. Increase your Wisdom score by 1, to a maximum of You can cast the plane shift spell once, requiring no material components. You can only cast it on willing creatures to a specified target destination that you already visited in the past. You regain the ability to cast it this way when you finish a long rest. Unbroken Circles of Zerthimon A zerth religious text, the circle

is made up of a series of interlocking circles that fould out from one another, each representing a specific teaching. Each of them tell a special event in the history of the githzerai people, and include moral lessons to be learnt by the followers of Zerthimon. The illithids were a race that had come not to know themselves. They had learned how to make other races not know themselves.

Chapter 3 : "You ARE Forerunner" • "A Complete History of Human-Forerunner Origins" harus

*The forerunners of the little masters -- Dã¼rer, the reputed teacher of the little masters -- Albrecht Altdorfer -- Albrecht Altdorfer's works -- Hans Sebald Beham and Barthel Beham -- The works of the Behams -- Heinrich Aldegrever -- Georg Pencz -- Jacob Binck and Hans Brosamer.*

What happened to the Forerunners? This they did in the name of the Mantle. And then, one day, they vanished. Where did they go? Are they still out there, somewhere? That is to be our effort today: The intention was to expand on the the ancient history of the Forerunners and the Flood to set up the Terminal story content in Halo 3. No place where the parasite cannot reach. Let us hope the final measure is not too late. The pyrrhic solution is ignited. All I have left is the quiet of space to lull me to sleep. I will dream of you. I feel no peril. This is how it all begins. Just in time to, once again, dance on the knife-edge of oblivion. To relive what the Halos have hoped to destroy, and more. For two enemies now stand, where before, there was only one. With fate we escaped, and fate we may relive. I almost convinced myself that no one was listening; that the waves of the past would roll through once again. But a chance remains to change the universe anew. Learn of our past. Take these keys and dip from the wells of history. To further reinforce this point, the transcript for Episode 3 reads: The left hand holds darkness, the right hand holds light. That is how the universe creates, and that is how we proceeded. A soldier who would one day destroy his brother. We were the thunder and the lightning, and when we were finished, the universe was alone, drifting in labor. Depending on who you serve. After all, here we are, witness to the aftermath. I promise you the answers lie in the Ark Find me there in the dark For that is where I abide. For those of us who persevered and delved into these obscure depths, we were rewarded with a story that echoes and resonates through the fiction to this day. The question of what happened to the Forerunners after they fired the Halo array ends up having the same answer the Covenant arrived at. They went on the Great Journey. Offensive Bias will stop him, and I will burn this stinking menace in your name. I will begin our Great Journey without you, carrying this bitter record. Those who came after will know what we bought with this [false transcendence] " what you bought, and the price you paid. So the Great Journey was actually real, but it is yet another thing that the Covenant have misinterpreted. We can halt this thing! And we can follow in Their footsteps! To my mind, the surviving Forerunners exiled themselves to Path Kethona, where their ancestors remained following their genocide of the Precursors over ten million years ago. Silentium, as it housed a nexus of Precursor star roads, which is why I find the image of the Forerunners going back to this place where everything began in order to rebuild it a fitting one. That, however, does not appear to be what happened. Forward Unto Dawn! That remains one of my favourite periods in the history of the series. Silentium " the final chapter of the Forerunner Saga. From the beginning, we knew this is how it was all fated to end. A number of chapters begin with Forerunner glyphs, which one could enter into the Terminal interface on Halo Waypoint. This would unlock an epilogue story divided into two parts: Halopedia has a complete transcript here , but it has also been uploaded to YouTube: This story is set immediately after the firing of the Halos, as Riser and the other humans who had been catalogued as part of the Conservation Measure are brought to the Ark for safekeeping until they can be returned to Earth. Taking place over the span of about two years seven seasons , it concludes with humans and Forerunners reconciling their differences and sharing a great feast to honour the passing of the Old Galaxy and to celebrate the birth of the new " the chance to start again, unburdened, for now, by the weight of the past. Bornstellar and Chant raised their cups high as well. Another Warrior-Servant, aide to Bornstellar, took a deep swig, then pursed his lips and violently spat out the bitter juice. Everyone laughed, then fell silent as they saw his foreboding scowl. The Warrior-Servant, at a glance from Bornstellar, wiped the juice from his lips, snorted an approximation of laughter and took a deep stage bow and everyone laughed again. The tension was broken. Forerunners were gods no more. The humans tried to bring them into their dances, teach them songs, and watched with humour as they awkwardly mimicked their smaller, lighter companions. The festivities went on well into the night. The sun was just beginning to rotate back around the disc, a pale golden light touching the nearby hills. Most of the revelers, the mourners had already sunk down in sleep. Riser sat in the branches of a tree on the far end

of the village watching the river lazily run sunward. Riser nodded and patted the branch. Rebirth] Some time after the festivities, humanity was taken back to Earth. Where will the Forerunners live? All I know for certain is that we cannot return to these places. We have already meddled too much in the affairs of others. Is that a promise? Perhaps one day your children will make their way back, and, I hope, meet our children. Then they returned to the fish-ship and left the humans alone to find their way. Bornstellar hopes that, upon returning to the Ark, humanity will meet Forerunner descendants. Centuries of wandering through hallways and caverns and even deeper, darker places, lined and fitfully aglow with ancestral records and memories, upwellings of past visits, rarely by me, sometimes by our ancestorsâ€ on occasion, our descendants. It wants, it needs, to spread knowledge. Still, rarely, it violates its own rules. And yet, they were fading. The Domain is filled with sadness. A deep shadow has fallen over everything Forerunner. This we know from Iris, where some vestige of the Forerunner watches over the galaxy in silence. These were things that I â€ like many of you â€ had spent years getting invested in, eagerly awaiting the next major instalment to see how these things would affect the future of the seriesâ€ And then, wellâ€ you know the rest. Evolutions â€ an anthology novel, featuring short stories from lots of talented authors that I find compelling to reread to this day. Fractures, which had some truly wonderful short stories from a range of talent both new and old to the series. The deep shadow of grief hangs over these Forerunner survivors, who busy themselves with the Conservation Measure as their way of making what reparations they can. They, however, mutually decide to find other ways of dealing with this loss. For Bornstellar, this means replaying every memory of the time he and the Librarian shared together. Promises to Keep addresses this by telling us that they did indeed have this plan in-mind. The idea had been his, established early on. They had meddled enough, their misguided appropriation of the Mantle hurting more than it helped. He shook his head. All agreed on the general principle â€ that, when the reseeded had been completed, they would depart the galaxy forever â€ but there had been so much work right in front of them, immediate and vital, that their attention had been focused exclusively on that. We all must be in agreement. True to their desire to make what reparations they could, their attention was directed towards others rather than themselves which some might say is miraculous for Forerunners. While the Librarian had destroyed all active keyships, she had kept a hidden cache aboard the Ark. Thenâ€ Then the Forerunners would leave the Ark and begin their own journey. Colony â€ the two Mgalekgolo bond brothers directing the Lekgolo for the Banished â€ are searching for this shipyard on the Ark. Though it cooperates with the Banished, Colony appears to have its own plans for the Ark. Most of its attention is currently focused on the activities near the resting place of the Forerunner keyships; missions undertaken outside the knowledge of other Banished leaders. Every moment that they shared at the end of this awful, horrifying war â€ the one sweet note in this sour, discordant symphony â€ has been relivedâ€ That is, until Bornstellar remembers receiving a message that appeared to be from the Librarian as he prepared to fire the Halos. Offensive Bias passes along more messages. Broken, fragmented, desperate â€ from individual ships, the survivors of decimated fleets, outposts finally able to send data, now that slipspace has resumed its mysterious liberation. One purports to be from the Lifeshaper, but there is a high probability it is fake.

**Chapter 4 : Mantle™s End – What the Forerunners did AFTER Halo (and where they are now!)**

*The Forerunner ecumene operated a vast fleet of military starships responsible for space calendrierdelascience.com Forerunner fleets were historically operated by the Warrior-Servants, until their diminishing by the Builders, which saw many of their fleets transferred under Builder Security.*

Quarantine shield - Halopedia, the Halo encyclopedia as well as at least 10, other shield worlds. There are also the millions of line installations and their artificial support worlds like Gao. They also built planets. Because the Forerunners strip mine solar systems rather often. You seem to be grossly unaware of their production capabilities. Setting aside my preferences, B5 does not to my knowledge, give a time-frame on their ability to produce dyson spheres. It was in fact, a description of what races tend to have in their distinct ages. For Fourth Age races: Should a race go through the difficult cultural transition into a Fourth Age race, it finds itself deeply, deeply changed. It has integrated the technological revolution of the third Age. In some regards, there are no more worlds to conquer, as a Fourth Age race has the capacity to reshape the galaxy to its will. If the people of that race wished, they could wrap Dyson spheres around every star, travel through time, create new species as playthings, open rifts into other dimensions We do however, has some practical indication as to their industrial capability. During the Second Age of the Vorlons, which was about 4 million years previous to Sheridan breaking up the balance between the Shadows and the Vorlons, the galactic community encountered the Shadows: A vast armada of Shadow ships attacked without warning, throwing the whole galaxy into war. This first clash with the Shadows lasted for well over three centuries, during which time dozens of species were wiped out and whole worlds annihilated. Some races, notably the Mindriders, attempted to understand what the Shadows wanted, to open up a dialogue with the invaders. They learned that the proto-Shadows were conquerors, eager to prove themselves against the best the galaxy could offer. An alliance was formed, with the Speakers at the forefront of its forces. They met the Shadow armada in an epic battle in the galactic core. The battle was so nightmarish that accounts of it survive to this day, even though it took place millions of years ago. In the Core, the stars are so closely packed that they turn the night sky into a glaring actinium field of white light. There is no darkness between the stars there -- space is a hot, bright place. The alliance of the First Ones assembled there to battle the Shadows. There were so many black Shadow ships that they blotted out the light not merely of the local star, but of the entire galaxy. The alliance fleet was surrounded by darkness and in every part of the darkness was another ship of the seemingly infinite Shadow host. Building that armada consumed all the resources of a dozen systems and its like would never be seen again. That battle was the end of a year long war. So even assuming the Shadows decided to build that fleet at the beginning of their war with the rest of the galaxy, the resources of a dozen star systems would be outright immense industrial capacity, millions of years before the Shadows even entered their fourth age. As for the Vorlons during B5, and keep in mind that they scaled back their Empire so that the Young Races could expand. The capacity of Fiachra cannot be underestimated--indeed, by the Younger Races, it can hardly be comprehended. Given sufficient raw materials, just one of its factory-islands could outproduce the combined industrial capacity of the Younger Races put together and it has thousands of such islands in its vast webwork. Fiachra is mostly inactive these days, as the Vorlons have no need for its incredible industry. These islands are connected by transport tubes and chains, which hold the islands together in a roughly spherical configuration. The inside of the sphere contains jump tunnels and gates to various locations in hyperspace, giving Fiachra more space within than it does without. The outer sphere has docks and processing stations for resource transports. Keep in mind this means ALL of the Younger Races, not just the major powers or the powers that were local to the setting of the story. Not just match, literally outproduce. Keep in mind that just Earth Alliance alone built five babylon stations, between and , in addition to rebuilding and upgrading their destroyed fleet and portions of their infrastructure. Now, creating new industry is a good question. While I doubt the Vorlons have anything as efficient as Wormseed, the Vorlons are the only other real peer to Shadow bio-technology. Wormseed, delivered by Herald ships, are able to transform entire worlds into breeding grounds for the Shadows within months. They could produce hundreds of these ships on just one if their island chain on Fiachra, send them out

to a hundred worlds across the galaxy and use them to within a year, create new forge worlds, which then begin to produce their own materials. More to the point, the Vorlons have a billion-strong warfleet. One is to produce a control unit for the Vorlon ships themselves, which could slave them to a smaller number of Vorlon masters, they could effectively enslave a lesser race with a population of billions, or other options. At worst, the Vorlons can still use them and take heavy losses while simply jumping into new ships, essentially hopping to new ships when old ones are destroyed. Interestingly, we do have some game mechanic abilities that speak to the power of the Vorlons and the Shadows. Point Cost to Acquire: One month per five technology points  
Disturbance Score: These are the machines that snuff out suns, that open portals to unthinkable dimensions. They are Dyson Spheres, artificial moons, continent-spanning cities The Point Cost to Acquire is a bit complicated. Basically, points is the base cost for building anything like this out. If you wanted to produce say, artificial gravity, this would take a great deal longer. Or if you wanted to put the entire thing into a hyperspace fold, that would actually require decades for something as large as a dyson sphere, but it would only say, take a year to hide something about the size of a planet. So if you built an artificial planet, it would take 2 years and 8 months according to the point system. A dyson sphere should not require the same time to produce as an artificial planet, or so I would think. Still, a conservative estimate of say would probably top out at years for such a work from 4 Vorlons of about 10th level. If you were to say, gather the resources of a thousand Vorlons, then the project could probably be completed within a year. With even just a million Vorlons, you could construct a thousand such basic shells within a year. For say, Vorlons such as Ulkesh, it would take for or five to have the resources and influence to build a planet or a city-continent or a dyson sphere. Many of them are more massive talking about the mass of the Forerunner-built artificial sphere itself here than the mass of our Sun, and they can squeeze such structures the sun included into tiny time-dilated slipspace bubbles. A handful of Vorlons can pool their resources to have a Dyson Sphere or an artificial moon constructed. If the Vorlons were allowed time travel, the Vorlons would not only outproduce the Forerunners, they would in fact, have done it long before the Forerunners were even a thing. So the Vorlons are literally forced to go into a galactic war, when their empire and its active resources were intentionally scaled back over millions of years so that the Young Races could expand Both sides have 6 months to prepare for war. Again, six months to go from self-imposed strategic, economic, and social stagnation to try and recover the full might of their Empire No time travel Click to expand Thus removing a very valuable asset that the Vorlons had worked on for millions of years, because it would mean that the Vorlons would essentially be able to coordinate with their past selves.

**Chapter 5 : The Forerunner Saga (Literature) - TV Tropes**

*The forerunners of the little masters --Dā¼rer, the reputed teacher of the little masters --Albrecht Altdorfer --Albrecht Altdorfer's works --Hans Sebald Beham and Barthel Beham --The works of the Behams --Heinrich Aldegrever --Georg Pencz --Jacob Binck and Hans Brosamer.*

Could be wrong though. It is powerful enough to protect the Tyranids yes, but not to go on the offensive. Exactly why would this provide a hurdle for daemons? No I have no idea how the Emperor compares with the Chaos gods, but he is strong enough to keep them at bay. That is not a quote, but I have yet to see quotes provided that show another variation of what happens when Emps dies. But please, if chaos has simply eaten reality, please explain why humans need to be used as gateways at all! Could you please speak with coherence here? And Cadia has been a thorn in their side for thousands of years but they needed physical troops and vessels to actually eventually destroy it. Considering their capabilities and their already impressive use of dimensional and temporal manipulation, they should be able to discern what energy fields can be created to negate the warp just like the Necrons did. Ehh, not really, the Necrons were quite asleep during those 60 million years between the War in the Heavens and M Not to mention that for the most part of that time the Aeldari Empire were the masters of the Warp, and I believe they took action against Chaos. I was assuming it was the current time, though it could theoretically be any time from the beginning of the War in the Heavens to when Vail published the Cain archives. As for Cadia, it was protected by the Blackstone Pylons, along with the fact that as we all know Chaos is focused on the Great Game. I am pretty sure that the Necrons just nicked off Blackstone from the Old Ones and negatively charged it as to block out the Warp instead of enhancing it. I believe the quote was in Forgebane, I saw it on the 40k source and feats thread. As for the renegade you are correct, it was in the events of Eisenhorn, I believe Malleus. I had always thought if united Gork and Mork would be more powerful, though now that I look on it it is a bit ridiculous. Devastation of Baal said: The occulted gears of creation rushed by him. In the machineries of being were the inner secrets of the universe displayed to him. The things on display were valueless to him, and the wonders of infinity whirled by unappreciated. The promised storm had been unleashed. Oh look, another quote on the "conflicting" nature of time in the Warp! Though the most peculiar quote comes afterwards. In the no-spaces between realities, the rift was felt. In places far distant to the reality of man, strange beings dreamed of fire and blood. This can be interpreted three ways, that the effects of the Cicatrix Maledictum were felt across multiple universes as the former quote implied or that it was felt by people in the same universe but in different galaxies, or perhaps even a combination of the two interpretations.

Chapter 6 : Forerunners Vs. the Galactic Empire - calendrierdelascience.com BBS

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Denise Take note of the numbers, which numbers they are and the specific energies they emanate. I sure did and was very glad to feel some winds of inspiration finally blow in after such a challenging year as " a 9 energy year "has been. This recent gust of energetic change filling our Ascension sails anew is partially sourced from the third 3 energy wave of 9 , which is connected to the September 9th month Equinox but is being felt already. You knew 9 had to wrap up in an extra big way and this combination of cycles is certainly doing the job. What little home equity I had and millions of other people in the USA was suddenly and permanently gone due to the Housing Market crash and Great Recession. The negativity always increases before one of these evolutionary energy shifts arrives. Have you watched any world and national TV news media lately? This third cycle will be unlike the previous two 9 yearlong cycles for multiple reasons. The two earlier 9 yearlong cycles have brought us, evolved us to this third 3 "think triality, think unity, think HighHeart, think incarnate embodied Masters"shift Stair-step. Pay attention to where your attention is because TD is doing their utter best to get and keep you focused on their left hand so their right hand can grab you, your consciousness and life-force energies to use themselves and effectively remove you from the Ascension Process. This transition is completion of the second 9 yearlong cycle and entrance into the very different third 9 cycle at the end of and entrance into ; a 1 energy year of NEW beginnings but at NEW higher levels of being and reality beginning at the completion of Galactic Alignment. See how big this shift actually is? Feel how all-encompassing it is and will be? Sense how important it is? Do you sense your personal creative part in it? Include that with all the endings and NEW beginnings taking place within the NEW in totally NEW ways and all the current global chaos and utter insanity makes more sense. Create anew Master Creator. Even after all that I still needed reminding from On High that I AM an incarnate human Creator Being and my abilities are much needed now along with all the other I AM incarnate human Creator Beings with their unique and highly valuable individual abilities and creativity. The HighHeart knows because it always is I AM, whereas the mind thinks it must constantly think to figure and work things out. Old lower tools vs. That photo symbolically represents how profoundly different this third 3 9 cycle is because it will take place entirely within the dimensional frequency range of 5D and higher which is Unity, Triality, Neutrality, HighHeart and Spherical Consciousness. Pluto evolution entered Capricorn 3D physical reality in January Pluto transits through Capricorn from January until November 20, , where it finally and permanently enters Aquarius and remains there. Pluto moves direct and retrograde a few times between late degree Capricorn into early degree Aquarius and back again before November , but it remains in Aquarius from November for the next twenty years or so. You may copy and distribute this material so long as you do not alter it in any way, the content remains complete, credit is given to the author and you include this Copyright Notice and LIVE LINK.

**Chapter 7 : Forerunner - Halopedia, the Halo encyclopedia**

*NEW Consciousness NEW Worlds thru cycle, thru cycle, is a 9 energy year, completion of Galactic Alignment, is a 1 energy year in the NEW Light, thru cycle, Ascension Process, first second & third 9 yearlong cycles, Forerunners are Ascended Masters, Lightbeings, Lightwarriors, Lightworkers, Pluto in.*

Contact Us History of Apprenticeship What it was like to be an apprentice in early New England is indicated by these words from a indenture. The following statement is made at the foot of the indenture: Pynchon givith him one New sute of Aparell he hath at present. Apprentices are no longer bound body and soul to their masters. Nowadays, apprentices are members of a production force as they train on the job and in the classroom. They are paid wages, work a regular workweek, and live in their own home rather than that of a master. Their apprenticeship agreements set out the work processes in which they are to be trained and the hours and wages for each training period. At the end of their apprenticeship, they receive certificates that are similar to the diplomas awarded the engineering graduates of universities. Annually there are nearly one-half million registered apprentices in training in American industry. They are learning under the guidance of experienced craft workers in such skilled occupations as computer operator, machinist, bricklayer, dental laboratory technician, tool and dye maker, electrician, drafter, electronic technician, operating engineer, maintenance mechanic, and many more. Management, labor, and government work together to promote apprenticeship and to develop sound standards for its practice. In many communities, joint management-labor apprenticeship committees conduct and supervise the local programs. Looking backward Since time immemorial, people have been transferring skills from one generation to another in some form of apprenticeship. Four thousand years ago, the Babylonian Code of Hammurabi provided that artisans teach their crafts to youth. The records of Egypt, Greece, and Rome from earliest times reveal that skills were still being passed on in this fashion. When youth in olden days achieved the status of craft workers, they became important members of society. Their prestige in England centuries ago is reflected in a dialog from the Red Book of Hergest, a 14th-century Welsh Bardic manuscript: As we all know, many countries no longer have kings but still have craft workers. Indenture imported from Europe When America was settled, craft workers coming to the New World from England and other European countries brought with them the practice of indenture and the system of master-apprentice relationships. Indenture derived its name from the English practice of tearing indentions or notches in duplicate copies of apprenticeship forms. This uneven edge identified the copy retained by the apprentice as a valid copy of the form retained by the master. In those days, both the original and the copy of the indenture were signed by the master and the parent or guardian of the apprentice. Most of the apprentices were 14 years of age or younger. By comparison, today most apprentices begin training between the ages of 18 and The modern apprenticeship agreement is signed by the employer; by a representative of a joint management-labor apprenticeship committee, or both; and by the apprentice. If the apprentice is a minor, the parent or guardian also signs. Fathers taught their sons the crafts in generation after generation. This tradition is exemplified still in stonecutting, one of the most ancient of crafts. American patriot Paul Revere was a member of a famous family of silversmiths. Paul and his younger brother, Thomas, learned their craft from their father. As many as of his pieces are known to exist. During his lifetime, he produced a great quantity of church silver, flagons, christening bowls, tankards, cups, spoons, tea sets, and trays. He also became a coppersmith and cast church bells that may still be heard in New England cities. He founded the American copper and brass industry when, in at the age of 67, he set up in Canton, Massachusetts, the first copper-rolling mill. This mill remained in operation under its original name for years. Later the business became part of the present-day Revere Copper and Brass Co. In many of the plants of this company, apprenticeship programs in the metalworking trades are conducted today. A famous contemporary of Paul Revere - Benjamin Franklin - was indentured in at the age of 12 to his elder brother, James. Moreover, when the precocious Benjamin was 15 years old, he arranged for a cash payment for his food. This was a big financial advantage to him because he had become a vegetarian and found vegetables and fruit cheaper than meat. Out of his savings he was able to buy books. He adds, "Thinking my apprenticeship very tedious, I was

continuously wishing for some opportunity of shortening it. Glackens, who became father and grandfather to noted craft workers. Glackens published the newspaper, *The Lafayette*, in the s in Pottstown, Pennsylvania. One of his sons, Henry O. Glackens, became a craft worker in the shops of the Pennsylvania Railroad after serving an apprenticeship and later was a manufacturer and business executive. Another son, William J. Glackens, a celebrated artist, and Louis Glackens, cartoonist and illustrator for the magazine, *Puck*. The bricklaying trade has been well represented in the McGlade family of Waterloo, Iowa. Eight bricklayers had appeared on the family tree by the middle of the century, descended from an Irish stonemason who settled in Cedar Falls, Iowa, during the last part of the s. Bricklaying has also been carried forward by the McKenna family of Philadelphia. There have been six bricklayers in that family, one of them for many years a member of the Bureau of Apprenticeship and Training field staff. Poor children indentured In colonial New England, many youngsters less than 10 years old whose parents could not support them were indentured to masters who agreed to teach them a trade. This practice was legalized by the "poor laws. These were the conditions of his servitude: The goods of his said master, he shall not spend or lend. And the said master his said apprentice shall teach and instruct, or cause to be taught and instructed in the art and mystery as mason; finding unto his said apprentice during the said time meat, drink, washing, lodging, and apparel, fitting an apprentice, teaching him to read, and allowing him three months towards the latter end of his time to go to school to write, and also double apparel at end of said time Although the school instruction for an apprentice at that time was inadequate, it may be considered another link with present-day apprenticeship, which provides technical classroom instruction to supplement on-the-job training. Exploitation of poverty-stricken One chapter in the history of apprenticeship caused a stigma difficult to outlive - the exploitation of poor men, women, and children as indentured servants who were given little or no opportunity to learn a trade. It was a system that can hardly be classified as apprenticeship. The practice of indenturing servants, some of them former prisoners imported from abroad, took place largely in the Southern States, where labor was needed on the plantations. Workers paid off the cost of their transportation by serving as so-called apprentices. This exploitation of unfortunates was finally erased after public sentiment brought about regulative acts. Leatherwork - an early craft The development of craft workers in the early leather industry is reflected in the indenture of Gould Brown: We the subscribers this day have mutually agreed that I Gould Brown, am to work with Mr. It was a great deal to expect of a young apprentice, for "tanning and curring" were tiring tasks. Usually both the tanning vat and the tanning mixture had to be made. The vat was made by sinking boxes of planks into the ground. The tanning mixture was made by using large boulders to crush bark, twigs, and leaves. Skins were salted down and dried, then thoroughly garnished with this mixture and piled on top of one another over the vat. The whole glorious mess was then swamped with quantities of water and left in the enclosure to soak and smoke for half a year. Gould Brown may have known how to make shoes, for the indenture does not say that he was to be shown how. He may have been a journeyman craft worker in the shoemaking trade who wanted a chance to learn how to make leather. An early carpentry apprenticeship That the construction industry, which has led apprenticeship activities in this country in recent years, used the formalized indenture more than a century ago is shown by the indenture of a "house carpenter" in This indenture bound a year-old apprentice in New Bedford, Massachusetts, to his master until - exactly years before the enactment of the National Apprenticeship Law Public Law , 75th Congress. But whether or not craft workers acquired their skills in training here or abroad or through their own devices, they apparently deserved the title. They were amazingly skillful, judging for example by the excellent condition of many of the buildings erected in this country more than years ago. These traditions are still carried on. He described it as follows: For the last half hour, I have been standing mouth ajar, down on Arch Street watching them lay bricks in the St. Anthony Shrine now "abuilding," and I have come to the conclusion that laying bricks is a fine and noble and fascinating art. It must be a very ancient art And, curiously enough, to watch them work you get the notion that they are somehow aware of it The bricklayer has a sort of rhythm and grace and fluency in his work Apparently they can execute the most intricate designs in brick, though there certainly seemed to be no blueprints in evidence. Apprentice masterpieces In England, early apprentices were required to make a masterpiece or test piece after completing their apprenticeships. This sample of work was submitted for inspection by a group of masters to

gain guild recognition of their status as "freemen. Shoemaker apprentices were required to make shoes and needlemakers submitted examples of needles of various sizes that they had made. Since modern apprentices in U. Moreover, the care with which apprenticeship candidates are selected and the entrance tests they are required to pass help to assure that those accepted for training will become skilled craft workers. A modern equivalent of the early masterpiece, however, exists in the Chicago areawide apprenticeship program in which apprentices are trained in patternmaking for the production of foundry castings. As part of the final examination, each apprentice is required to produce, without supervisions, a contract job ordered by a customer or a pattern-making shop. This job is judged by the area joint labor-management apprenticeship committee in charge of the program before the completion certificate is awarded. Products made today by apprentices competing in national and area contests may also be likened to the final masterpiece of apprentices in early days. In several trades, such as bricklaying, electrical or sheetmetal work, painting, carpentry, plumbing, and pipefitting, cash prizes are awarded to apprentices who produce the best example of their craft. Apprenticeship undergoes change With the expansion of industry following the industrial revolution, the apprenticeship system was revolutionized to apply to the new machine age. The early system of "domestic apprenticeship," in which the apprentice lived with a master and was dependent upon the master for food and clothing as well as shelter, disappeared. The term "master," however, was continued in some trades, and "master machinist" and "master plumber" are still familiar terms.

**Chapter 8 : Forerunner (Halo) vs Vorlon (Babylon 5) | SpaceBattles Forums**

*By your logic I could just say that the Forerunners, because they're masters of multiple dimensions, will be masters of the warp as well. Corvid Little more than.*

The statement is comprised of three words. So, let us forge pathways out of darkness and see what the Domain has for us to uncover. First Floor: Aliens, Ringworlds, Loosely Defined Canon In order to get the clearest possible picture of where this all ends up, we have to go all the way back to the beginning. They had the gist of what was going to happen in the story, what your objectives would be, and what the environments looked like and they had to go from there. This is the enemy we could introduce to change the gameplay dynamic. It had to be horrifying. Beyond that, there was nothing fleshed out. So, I started putting together all kinds of different sketches and ideas. Originally and this is sort of funny considering how militantly opposed I became to the idea after the fact the Flood was an engineered weapon. Basically a living, intelligent mine field that the Covenant seeded the worlds on the edge of their space with. You showed up on one of their planets and you were screwed as soon as you made landfall. Basically, in his early version, the Flood was a type of meningitis that somehow made a life form more aggressive, but also made them more intelligent, so it was this rite of passage. The majority of the novels stayed largely non-committal on the matter too. They just seemed familiar. He reached a finger out to one of the symbols, a blue-green circle. The Spartan expected his finger to pass through nothing more than air. He was surprised when his finger met resistance and the panel lights began to pulse more quickly. He just knew it felt right. This pattern did not entirely hold, however. There is a significant scene where the Minister of Fortitude, Vice Minister of Tranquility, and the Philologist better known as Truth, Regret, and Mercy enter the hallowed halls of the Anodyne Spirit the Keyship at the heart of High Charity in There, they communicate with a fragment of Mendicant Bias the part of him that escaped his tomb on the Lesser Ark and they discover a truth that would undo the Covenant if it ever got out. For a moment it looked as though it might resume its long silence. Inverted, the glyph now looked like a creature with two curved arms locked above its head. The glyph shrunk in size as the hologram zoomed out to show the entire alien world, covered with thousands of these newly oriented Luminations. He grasped the arms of his throne and tried to come to terms with an impossible revelation: The ancient circuits surged with light that raced into the obelisks behind the Oracle. The banded red and brown rocks began to crack, venting plumes of chalky vapor. Suddenly, the Vice Minister sprung from his chair, plasma-pistol drawn. Tranquility screamed and brought the long sleeves of his robes up before his eyes. The extent to which we can take these interpretations as fact has always been open to debate. So even the statement that humans are Forerunners is itself something of an inaccurate generalisation, if the explanation was to be that the Librarian was simply seeding humanity with Forerunner DNA. This is the crossroads we arrived at and the issue that needs unpacking is the fact that the fiction took a step in both branching directions. Chronicles, which, funnily enough, is where the concept of the Prometheans originates from. The Forerunner Saga was the story I had been hoping for from the moment I stepped onto the surface of Installation 04 and my imagination filled with what most excites me about the Halo universe: Greg Bear gave me both. A big thing that was addressed in the Forerunner Saga was the question of the relationship between humanity and the Forerunners, following up on the fiction that came before it. It says that both are potentially right. They drew lines across many skies. Some say that long ago they shaped Forerunners in their image. That others would come after us. Other and better. Because of strong similarities in our natural genetic structure, some Forerunner sages thought humans might be a brethren species, also shaped and given breath by the Precursors. It was possible the Librarian was intent on testing those theories. This expanded their physical and mental capabilities, with Forerunners typically undergoing at least two over the course of their lifespan some having five or more. Manipulars are said to bear a strong resemblance to humans, but with additional patches of fur generally coloured black, white, or pink. Forerunners like the Ur-Didact and Librarian are notable for not being typical of their kind as well. Lifeshaper is her title among Lifeworkers a term of extreme regard. Her slender body and careworn face, with those great, dark eyes, revive emotions I might have felt before

assuming the carapace. I once had an eye for beauty among all races. She is in many ways flawed: Silentium, page ] One of the biggest additions to the series made by the Forerunner Saga is the reveal that humans were once a technologically advanced species; laid low by the time the story begins in Cryptum after a war with the Forerunners, who turned back the clock on their evolution as punishment. Part of why this has been controversial is because of the idea that it upsets the notion that humans and Forerunners are the same species. These entities were expressing an almost cruelly isolated and lofty interest in the stages of an ongoing experiment. Was there some sense of satisfaction at this melding of so many Forerunners and humans? Some triumphal revisiting of an ancient plan, long ago frustrated, then abandoned, but now possible once more? Could Forerunners and humans be recombined and reverse their shivering asunder so many millions of years beforeâ€” when the Primordial and the last of its kind decided on a larger, wider strategy, a greater plan that would no doubt bring about immense pain, but also a greater unity of all thingsâ€” Through the Flood, the Shaping Sickness. The greatest challenge and contest of all. Even enhanced and combined, I â€” we â€” could only appreciate a small portion of the depth and power of this plan, this argument, unveiled to us as if we were children peering through curtains at the copulation of our parents. Primordium, page ] Revisiting an ancient plan? Recombining humans and Forerunners? I queried my ancilla about the truth of their origins. She responded that to the best of Forerunner research, humans had indeed first arisen on Erde-Tyrene, but over fifty thousand years ago had moved their interstellar civilization outward along the galactic arm, perhaps to flee early Forerunner control. Records from those ages were sparse. We had lost those records and memories during the dark ages, before we encountered the Forerunners, but our own historians, scientists, and archaeologists had done their work, analysed the makeup and physiology of the humans spread across that sector of the rim and inward, and decided Erda was the genetic focus of all human activity â€” the planetary navel of our races. Completing that survey, that analysis, encouraged her to believe she completely understood human psychology and culture. Yprin had advanced to Political and Morale Commander of all human forces. I disagreed with that advancement, her rise to power. I had severe doubts that Erda was our planet of origin. Other worlds in other systems seemed more likely. I had been to many of them and had viewed their ancient ruins. And I had seen evidence that Forerunners had also visited these worlds, were also interested in human origins â€” not just the Librarian and her Lifeworkers, but the Didact himself. Convenient because it just so happens that the Forerunners themselves are none the wiser, as the Domain chose to either remove or suppress information about humans. Humans had been a great power, a worthy adversary â€” technologically. How did they connect to the Mantle? Were they truly our brethren? I could not know. The Didact had been remarkably open to those ideas at the time. You must know your enemy, and never underestimate or belittle them. No human threads in the Domain â€” no way of knowing their reactions â€” the Domain is not completeâ€” [Cryptum, page ] Bornstellar asks how humans connect to the Mantle, and we later learn, in Silentium, that humans were either going to inherit or be tested for the Mantle by the Precursors. It is understandable why the Domain would block the Forerunners from learning that piece of information, but it goes beyond that: And the humans themselves have lost most of their history. But what of these worlds with ancient ruins that Forthencho believes to be more likely candidates for the birthplace of humanity? Worlds that the Didact and Librarian have visited too? Legends â€” The Babysitter. And so the mystery is what are these things? Legends â€” The Babysitter commentary I direct your attention to the photographs from Heian. There were obvious Forerunner elements in that architecture, but also unmistakable architectural themes from Greco-Roman, East Asian, and Middle Eastern eras. All of those buildings predated human travel to that world by perhaps hundreds maybe thousands of years. We find ourselves wondering if they borrowed from our history, or we from theirs. It is impossible that it was a coincidence. Evolutions â€” From the Office, page ] As I see it, three possibilities exist: It seems to me that humans and Forerunners, at some point in the past, over fifteen million years ago when the Precursors enacted their grand experiment in the Milky Way, were very closely related in some way. The possibility simply exists as one potential outcome of this trail of breadcrumbs. If they were indeed the same species, then at some point they were split apart and made to evolve separately in different areas of the galaxy; humans on Earth, Forerunners on Ghibalb. Warfleet has given us some new tidbits of lore for the ancient era. On the Precursors, it states: Warfleet, page 8] And, of the Forerunners, we are told: The

Forerunner Saga, Evolutions, and Legends all have little connections that build a much larger picture while, at the same time, denying us any answers.

**Chapter 9 : Forerunners are Ascended Masters – HighHeartLife**

*Slight advantage to the vorlons do to their ability to wage war without petty political squabbling. Also, the forerunners know or understand little in the ways of telepathy, especially weaponized telepathy.*

In addition to the above, there were Pieter Frederik , a son of the last-named, and Margaretha , a sister of the same. Pieter Gerardus, completing a painting family of five that covers the period between and , over a century in all. The father, Jan van Os, was a painter of flowers, but was far surpassed by his son and pupil, who, in some respects, may be called an excellent flower-painter. His pictures of still-life and flowers were much sought after and one of them fetched 5, guilders at auction in . His brother, Pieter Gerardus, also made a name for himself. He painted in the manner of Potter and, though he received his earliest lessons from his father, he formed himself, by industrious copying, upon his illustrious model. His incidents of the Siege of Naarden, in which he took part as a volunteer, are more important than the ordinary historical pieces of his time; and there is something spontaneous in his Cossack Outpost which almost recalls Breitner in the unity between the landscape and the group of soldiers. In any case, though Van Os may have been deficient in pictorial instinct, it is pretty certain that both Mauve and his fellow-pupil, J. In this respect, perhaps Hendrik van de Sande Bakhuijzen showed better work. Born at the Hague in , he was the pupil successively of S. Krausz , a Hague painter and a pupil of L. Pieneman and his pupil J. Heymans and of the Hague Sketching Club. His landscapes are entirely free from mannerism and artificiality; and, if they contain no trace of feeling and as little merit of colour, at least we find not an atom of borrowed sensibility or borrowed colour in the pictures of this honest landscape-painter. He had many pupils: Hendrik van de Sande Bakhuijzen died in . When we look at the sea-pieces of Johannes Christianus Schotel at the Rijksmuseum, we are inevitably reminded of the Pienemans and Krusemans. Any objects that have not to do with pure painting are perfect and those qualified to judge have said that his ships are equipped with so much technical accuracy and ride the waters so admirably that the most expert skipper could not improve upon them. Small wonder that he enjoyed the same esteem as the painters of le grand art. It is true that his skies were often out of harmony with the sea and appeared to be made of cardboard and that the water displayed more paint than transparency; still, he was a thoughtful painter, who cleverly supported the movement of his ships by the composition of the waves and knew how to put a picture together. These qualities appear particularly in his drawings, which surprise us agreeably with the untrammelled outlook, the firmness of the execution and the majestic effects which, seated in his boat and drawing direct from nature, he often succeeded in attaining. Here we see none of that antiquated soapy hardness or hard soapiness which clings to all his painted work however clever the latter may be. His first master was the Dordrecht candle-light painter Adriaan Meulemans and he received his artistic training at the hands of Martinus Schouman , the best sea-painter of his time. His pictures often fetched considerable prices and his success descended, in a certain measure, to his son and pupil Petrus Johannes Schotel . A sea-painter of the same school was Johan Hendrik Louis Meijer, who was born at Amsterdam in , studied under Pieter Westenberg and, later, under J. Pieneman, lived for some years at Deventer, settled in Paris in and afterwards moved to the Hague, where he died in . At the commencement of his career, he used to introduce history-painting into his sea-pieces, but seldom to such an extent as to interfere with his seeking for good effects of light. He was a very systematic and successful painter. Among his pupils he may be said to include Jacob Maris, who, however, really attended his studio rather to assist him with his seascapes, and, in any case, Matthijs Maris, although Meijer told the latter, when he came this studio as a child of ten, that there was nothing that he could teach him, for Thijs knew everything. He was born at the Hague in and worked until his twenty-fourth year in the shop of his father, who was a maker of picture-frames, devoting his spare hours to painting. A landscape which he exhibited in was seen to possess something out of the ordinary and this was confirmed by a Wintry View exhibited a couple of years later. Some of his earlier landscapes display a certain freshness of idea, nor should any painter generally be judged exclusively by the work of his later years. He was an indefatigable worker, never wasting a moment, and achieved a certain reputation beyond the confines of his own country. As late as , most collectors thought themselves fortunate to possess one of his ice-pieces.

And his colouring - I am speaking of his best period - undoubtedly entitles him to take rank among the founders of the modern landscape school. Schelfhout died at the Hague in 1811. He also taught Nuyen, whom I will mention below, Jan Bedijs Tom, the animal-painter, Charles Henri Joseph Leickert, born in 1798, who also painted under Nuyen, but never achieved any considerable distinction, and Dubourcq, a deserving Amsterdam landscape-painter. Wijnand Jan Joseph Nuyen was born at the Hague in 1798. There have perhaps been few painters who roused such confident hopes in their fellow-artists as did Nuyen; few young artists - Nuyen died in 1824, in his twenty-seventh year who were so greatly mourned for the sake both of their own personality and of their promising work; few who, at so young an age, wielded so great and so seductive an influence over their contemporaries. He has left church-porches in which the persons streaming out of the edifice count not as separate figures, but as a connected group, lit up by a warm and life-giving sun. He also painted river-scenes in the style of his friend Waldorp, less pretty, perhaps, but also much less illustration-like. One of these river-scenes, known sometimes as *Le Coup de Canon*, is in the Wallace collection in London. He also painted many admirable Gothic church-interiors. His short life was one mighty effort, one incessant artistic enthusiasm, of a kind which had not been known in recent years. When he reached the age of thirty-five, he confined himself more particularly to river-scenes, for which he had a great reputation in his time. He was a friend of Nuyen, with whom he took a journey to Germany and Belgium, and it is not improbable that, although his young and more gifted friend was ten years his junior, Waldorp was nevertheless influenced by Nuyen in his choice of subjects and especially in their romantic conception. Of much greater importance than Schelfhout to nineteenth-century painting was the Hague scene-painter Bartholomeus Johannes van Hove, who may be described as the foundation upon which a whole generation of artists has built, either directly through himself or indirectly through his son and pupil Hubertus van Hove. There are little pictures of his, representing churches seen from the entrance to the choir, which anticipate his pupil Bosboom; and, while he displayed a certain grandeur in his acceptance of his art, although he is not to be compared with his pupil, he was an excellent instructor, who, following the good traditions, directed the art of painting into another and wider channel. He painted a complete set of scenery for the theatre at Nijmegen, where the curtain is admired to this day; for the Hague he designed the side-scenes for *The Wreck of the Medusa*, which are considered his best stage work. In this his pupils assisted him and it is quite possible that, in so doing, they acquired that boldness and breadth in painting which they could never have learnt from Van Hove the painter of town-views. As a lad, he had begun with engraving; afterwards he worked under his father, who was a frame-maker and also did a little engraving, and through him he became acquainted with the scene-painter of the Hague Theatre, J. Breckenheimer, who trained him in his own art. That uncommonly gifted singer, Mrs. Offermans-van Hove, pressed a crown of laurels on his silvered brow. He lived to be nearly ninety years of age. His chief pupils were Bosboom, Sam Verveer, H. Weissenbruch, Everardus Koster, who painted river-scenes in the manner of Waldorp, but whose drawings of Gothic architecture rank higher, and his eldest son Hubertus. But the force of this none too forcible painter lay in neither of these two styles. His love of colour and bright light was best displayed in his so-called *doorkijkjes*, or domestic vistas, in the style of Pieter de Hooche, that is to say, views of outdoor light seen through an interior, a room or kitchen situated between the street-door and an inner yard. He, also, died too young to establish his name. A painter who rendered excellent service to Dutch art not only through his own performances, but also by his influence upon his pupils was Petrus Franciscus Greive, who was born in Amsterdam in 1798 and died in 1824. He was "a painter to the bottom of his heart," as his contemporaries used to call him, and was closely related to Huib van Hove in his love for Hooche-like interiors. But, whereas neither of them really had anything to speak of in common with Pieter de Hooche, Greive had not the command of light, shade and colour that was afterwards to distinguish the Hague painter. It is true that the enormous number of his lessons prevented him from quite coming into his own as a painter; and, moreover, he started in much less favourable circumstances than Huib van Hove. In the first place, his master, the feeble history-painter Christiaan Julius Lodewijk Portman, was not to be compared with B. He had many others, including Leon, whom I have already named, Diederik Franciscus Jamin, who died young and who, within the bounds of a limited talent, was full of promise, Hendrik Jacobus Scholten, born in 1800, who excelled in the depicting of satin and also painted from a more emotional point of view, in addition to his

nephew, Johan Conrad Greive Jr. Barend Cornells Koekkoek was esteemed as highly as a landscape-painter in his time as Jacob Maris in ours. Although he is now antiquated and out of fashion, his value remains. And this is not without good reason. When hung between indifferent works by modern landscape-men, his work impresses the spectator by its power, by the firm and correct construction of the trees, by the broad, natural growth of the leaves and boughs, by the careful and elaborate reproduction of the wooded landscape, even though the representation be, as I have said, antiquated and somewhat cold. He seems to have based his method by turns upon Hobbema and Wijnands, but mainly upon the latter, while he lacked the simple distinction of his illustrious models, however excellent he may have been in the portrayal of heavy trees. His best pieces are those which show but little of the open air, for the landscape fell more within his scope than the sky, which in his pictures often suggests scene-painting. Koekkoek was a native of Middelburg; he was the eldest son of Johannes Hermanus Koekkoek, a well-known sea and river-painter, who, after learning his trade in a tapestry-factory, formed himself by studying from nature and afterwards brought up all his sons - he had four, of whom, after Barend, Hermanus was the best-known - as painters. Our Koekkoek did not confine himself to the landscape of his own country and found the scenes that best satisfied his taste in the Harz Mountains, the Rhine Provinces, Belgium and, particularly, in Gelderland and the Cleves district. His work was greatly valued and highly paid in Paris, Brussels and St. In the phrase of that time, however, "nature," or, more correctly, "his own genius was his best master. He stood alone, absolutely alone. The phlegmatic painters who were content slavishly to copy nature, the eminent painters of fields and cattle had little or nothing in common with him and the studies which were sold at the auction held in the studio of the late Mrs. Bilders-van Bosse, his second wife, prove that he felt a longing for more colour, that, directly or indirectly, he had experienced the influence of a Delacroix. At any rate, there were some among them which exhibited a great tendency towards modern methods with their sharp colour-scheme, into which no bitumen, no brown sauce entered to spoil the clearness of the impression conveyed.