

# Retro-Active Temporal Stabilization Sites

Apparently, *way* in the future our descendants -- *somebody's* descendants, at least -- are going to have a real problem with sudden, geographically-focused, bouts of space-time instability. The usual stuff: reality quakes, gaping holes in the structure of the universe, the disembodied screams of the damned, and so forth. Fortunately, for given values of 'fortunately,' there's a method for dealing with the problem. **Unfortunately**, it involves 'bleeding' the instability backwards in time until sufficient 'pressure' is released to allow for a permanent fix.

In practical terms: you know those weird geological formations underwater that look like drowned cities, and whatnot? Turns out that they are artificial, but not in the way that you think; they're Retro-Active Temporal Stabilization Sites, or RATSS. Having all this spare space-time instability dumped in the past tends to make rocks flow and shift into a variety of right-angled formations. Which makes those rocks appear to be artificially cut, but in reality they're weren't. Well, at least not by hand.

RATSS are, more or less by definition, intermittently dangerous. Reality is, after all, a bit funny in the head when in the vicinity. Intermittent contact doesn't seem to do anything; seriously mucking about with a RATSS will likely result in somebody being suddenly rotated out of this dimension and stashed... somewhere else. Apparently, our descendants not particularly care about that when it happens; very possibly because, from their point view, it **always** happened and they're not interested in changing the past. Whether or not we can accordingly change the *present* anyway is still being investigated...

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